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# N64 MAGAZINE

FOR NINTENDO 64 FANS

FEBRUARY 1998 £2.95

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## First review!

# YOSHI'S STORY

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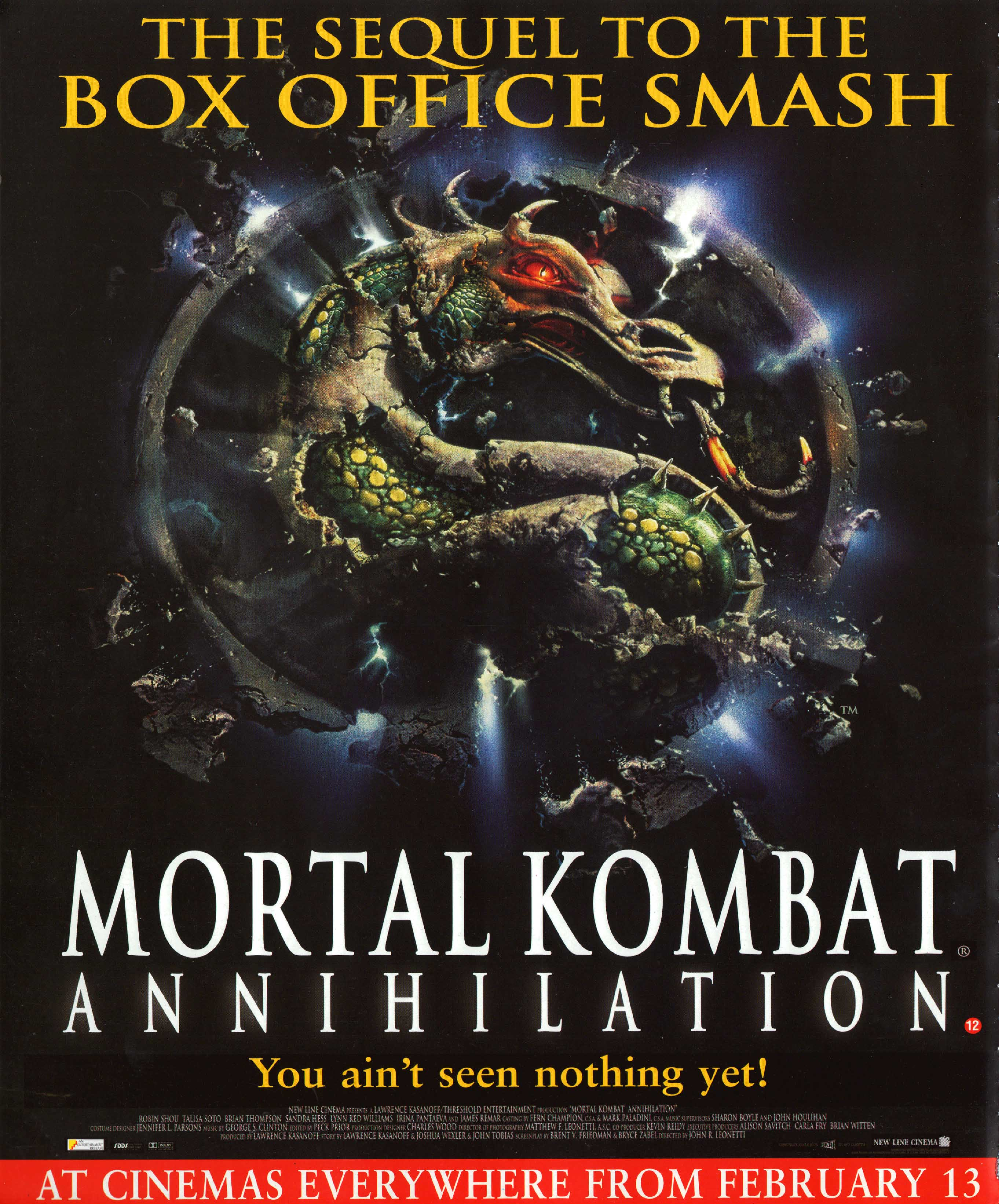

THE SEQUEL TO THE
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MORTAL KOMBAT®
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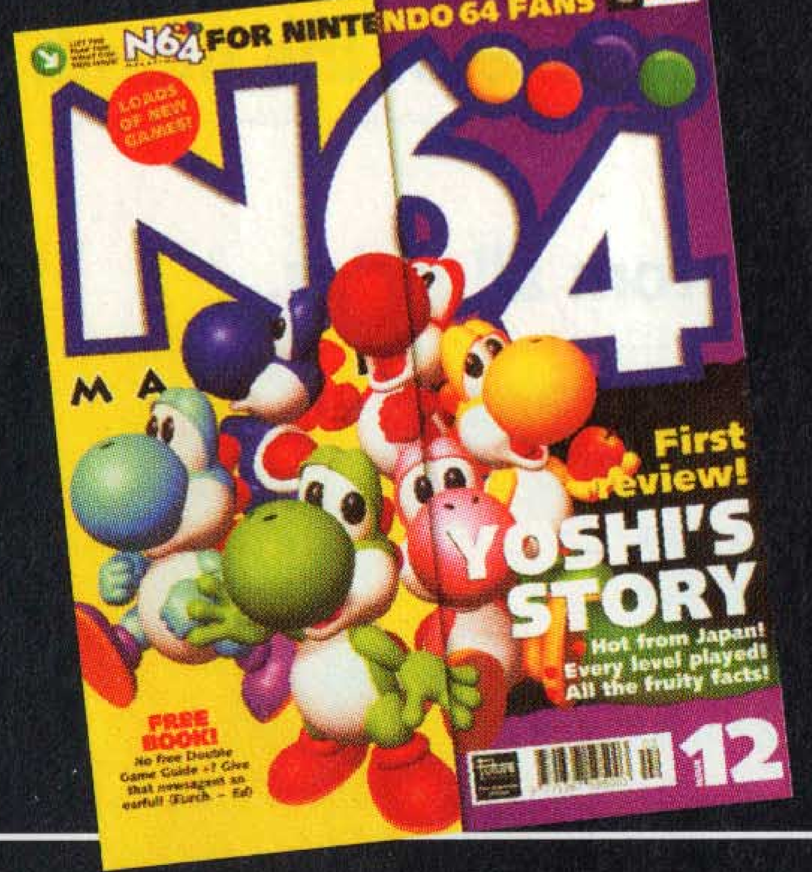
# HOW N64 MAGAZINE WORKS

**N64 Magazine is the best Nintendo magazine money can buy. Here's why:**

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!




# WELCOME TO N64 MAGAZINE

**Just hearing *Yoshi's Story* being played around the corner in the N64 Magazine Games Room makes us laugh. It's the song it plays between levels, and the little noise Yoshi makes when he tries to do an extra high jump. Truly, Yoshi is our favourite Nintendo character. He's great. Let's just hope *Turok: Dinosaur Hunter* doesn't pick up his scent, eh?**

Small black specks keep appearing on one of my kitchen worktops, and getting into my sandwiches. What could they be?

You'll notice that, out of the eleven new games we've reviewed this month, no less than nine are Japanese and American games that aren't generally available in the shops over here. Don't worry! We're not turning **N64** Magazine into some sort of mah-jong-filled ghetto. It's just that lots of intriguing games have reached us from abroad recently – things like *Tamagotchi World* and *Robotron 64*, not to mention *Yoshi* – so we thought that just for one month we'd give them a bit of extra space. And Zy's put together a nifty guide to import gaming, too, so you've nothing to complain about.

Top marks, too, to **N64** Magazine reader Tom Chase, who has put together a fantastic guide to multiplayer *GoldenEye* (on page 88). I spent most of Christmas playing *GoldenEye*, nearly missing the Queen's Speech, and Tom's tips have proved invaluable. I still keep getting killed by everyone, though.

It's those caterpillars! They've been living in my spider plant, chomping on all its leaves and constructing cocoons among its branches. Grr! And those black specks must be... Yuck! Curse them!

But otherwise, apart from the smashing *Snowbo Kids* actually turning out to be spelt *'Snowbow Kids'*, and Andrea spilling food down her white T-shirt two days in a row, and *Snowbow Kids* then in fact turning out to be spelt *'Snobow Kids'*, it's been a fine month for N64 gaming. Here's to lots more like it!

GO! GO!

N64 MAGAZINE FOR NINTENDO 64 FANS Issue 12, February 1998

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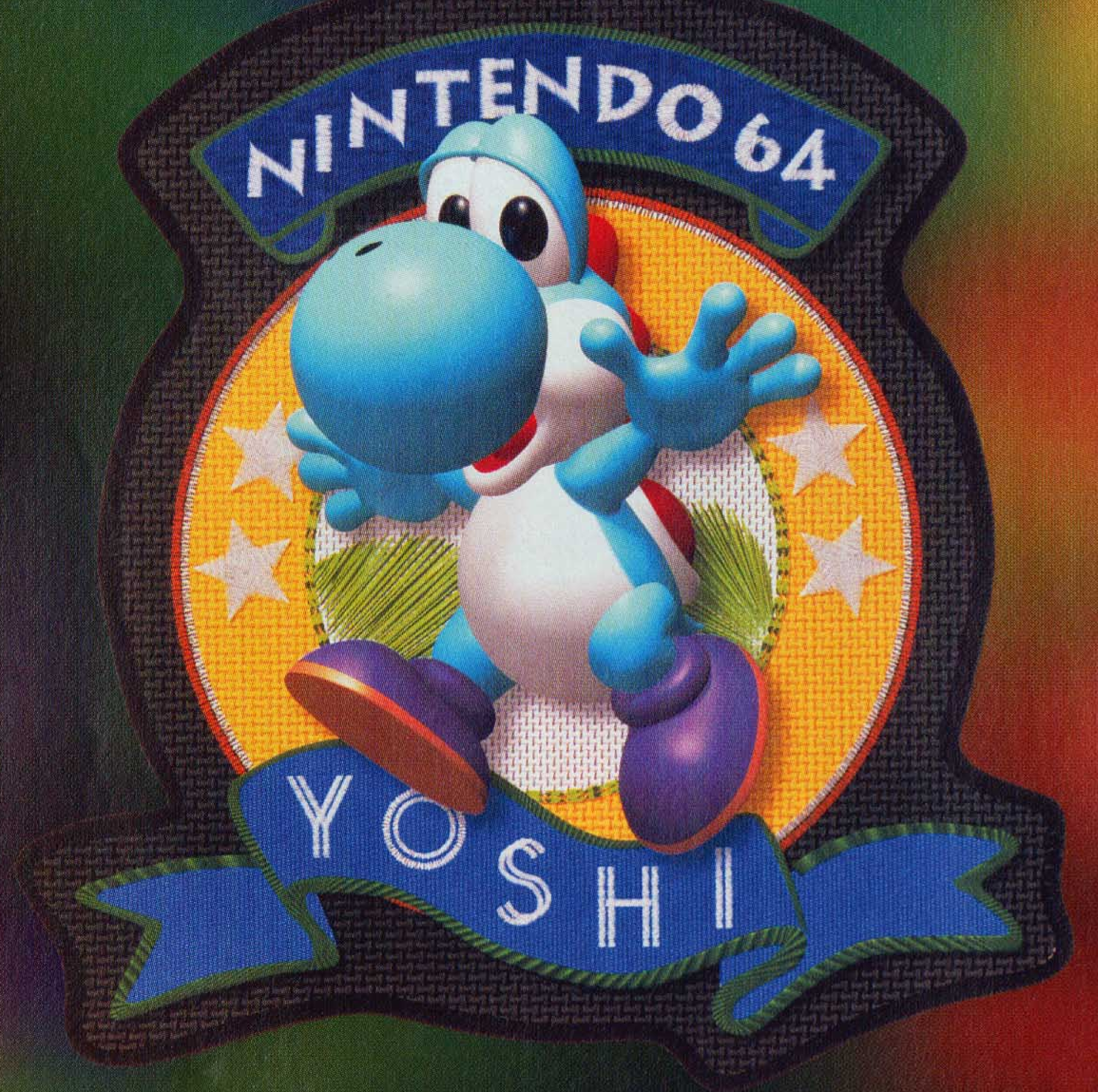


## YOSHI'S STORY

He's back! But – oh no! – the Super Happy Tree has been captured by Baby Koopa! To the review!

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## N64 MAGAZINE ARENA

Reviewed, rated... and completed!

Starts on page 30

## IMPORT ARENA

The latest Japanese and American games.

Starts on page 44

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**FUTURE LOOK – Big news on the big games**



## N64 MAGAZINE HOW TO...

Guides to ease you through life. — Starts on page 70



## REGULARS

# EXCLUSIVE FIRST LOOK AT MYSTICAL NINJA'S FIRST STEPS INTO ENGLISH

When Zy reviewed *Mystical Ninja* (or *Ganbare Goemon* as it was then known) back in **N64**/7, part of the reason he felt he could only award it 80% was the fact that for most of the RPG sections, it was impossible for a non-Japanese-speaker to work out what was going on. It was even difficult to judge how far **N64** Magazine's combined efforts had managed to get into the game.

Konami's admirable decision to translate the game for the US and European market has given us the chance to go back and see what exactly was going on. The development cart that these screenshots were taken from represents only the first stage of the translation, a process more complicated than it actually sounds. It's not simply a case of translating the Japanese text word-for-word into English, as some of the in-game dialogue on this page proves.

The problem, of course, is really twofold. Firstly, a literal translation of the original Japanese leaves the strange verbal relics of once meaningful Eastern idiom. Eh? Well imagine translating the English phrase 'Put the kettle on' – it could quite easily end up as a request for someone to clothe themselves with a water boiling device. Ridiculous? Well judging by some of the weird stuff emanating from this early version of *Mystical Ninja (Starring Goemon* – if you want the complete title), it looks as if that's just the sort of thing that's happened.

The other obvious problem with translations is that the kind of conversation that sounds normal in one culture can end up sounding just a tiny bit odd in another. It's not as if the game isn't stuffed to the gills with oddness already – that partially naked man with a paper bag on his head gyrating in a disturbingly sexual manner does spring to mind. (It turns out he's there to offer you clues in exchange for money.) Although some 'gee wow man' Americanisms have snuck in already, we at **N64** Magazine are all hoping that Konami will have the sense not to turn their blue-haired lad too far into Mr American Pie.

Other little modifications have been made. The backwards swastikas (peace symbols in Hindi, actually) have been removed and replaced with far less controversial stars. Which is good. However, the game will keep its strong Japanese flavour, with traditional costume and architecture abounding. It'll be interesting to see how the jokes finally shape up – there were sections in the Japanese original with canned laughter and applause but they're just not funny *at all* in English.

With *Zelda* now put back to November in the UK, Konami will definitely be there with the first N64 RPG. They'll also have the European publishing rights to Imagineer's promising but forever delayed *Holy Magic Century*. Three cheers for the big K, then, RPG fans. The fun starts in April.

That's 'Yoshi' as in the common Japanese name. The lizard king won't be turning up.

Yes, well. Let's hope he's being ironic, here.

Goemon takes time out to admire the view. It's a big one, you've got to admit.

The camera isn't as quick or smooth to move as Mario 64's.

**Mystical Ninja**
KONAMI
March | 1
UK release **April**

△ The nudey man with a bag on his head – he's there to give you hints!

△ Ooooh, get you! Been working on your insults, have you? We'll be back to sort you out.

△ There are, you know. James knows from first-hand experience.

And for some reason he can't seem to stop saying 'plasma'. As yet, we have no idea why. ▷

▽ Ah, the old RPG shop standby. Spend your money wisely, young man.

# the blue haired boy finally speaks our language

# STICAL NINJA

GO! GO!

△ Bound together only by their shared love of Cadbury's, the Flake Gang are much to be feared.

△ That's her name and not Goemon's yelp of joy at meeting a girl on his adventures. She can change into a mermaid too!

Not much here at the moment but with another character to link up with, and loads more weapons to collect, things are about to get hectic. ▷

△ Steady on, Goemon, you'll get yourself into trouble.

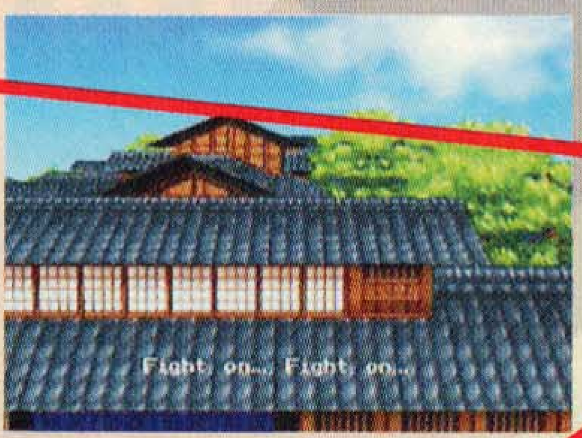
▷ Told you! You should see the size of her robot!

## Sing a song of mixed sense

It's quite probably the reason *Mystical Ninja* is 128Meg, and it's *certainly* the reason why Goemon is believed to be "off his trolley". So here we deliver a full explanation of the first verse of the Goemon song you hear when you switch the game on.

**Going, now.**
**Fight on... Fight on...**
**Never giving up.**
**Let us start our journey**
**as we whistle along.**
**Going, now.**
**Well, look at the sky**
**peeping through the**
**clouds.**
**Even if the harsh winds**
**were to take you away,**
**you can see just how**
**big the sky is.**
**Live your life the way**
**YOU want it:**
**That is the destiny for**
**many.**
**Fight on... Fight on...**

*'Fight on' is actually a pun on 'frighten', and applies to Goemon and Ebisumaru's hairstyles, which are used to ward off evil spirits and scare small children.*

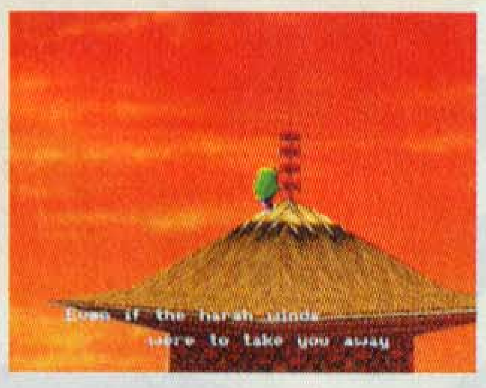



*Goemon famously once said, "I never give up.* Never. *If I ever see anyone giving up I go over to them and kick them repeatedly in the face."*

*Whistling became a popular pastime in Ancient Japan and, according to the mystical scrolls, had special illness-curing powers. In the 1970s this phenomenon arrived in Britain as 'One Man and His Dog'.*

*'Now' actually means 'about half ten, after Can't Cook, Won't Cook'. However, due to space restrictions it had to be shortened.*

*In Japan, the sky is seen as a shy friend who, according to legend, visits Tokyo once every 12 months, disguised as a Rabbi, to decide whether he should shine all year or not. Cunningly, he keeps up the charade by shouting, "Sheesh, what a schmuck I've been!" very loudly at three minute intervals.*



*'You can see how big the sky is' is a cheap jibe at the expense of the sky which, in 1982, put on 14 tonnes. The clouds would keep singing the renowned football song 'Who ate all the pies?' to him. His love for pies also explains the 'harsh winds' part.*

*This only applies if you aren't dead.*

*Goemon: "Destiny is what we're all part of. It's all around us, it's with us everywhere we go, it's... it's... um, what does that say? Eh? I can't read off the board. What? No, I can't read your writing, it looks like a child's writing. I'm going back to my trailer. Call me when you've written it out properly, you imbecile."*

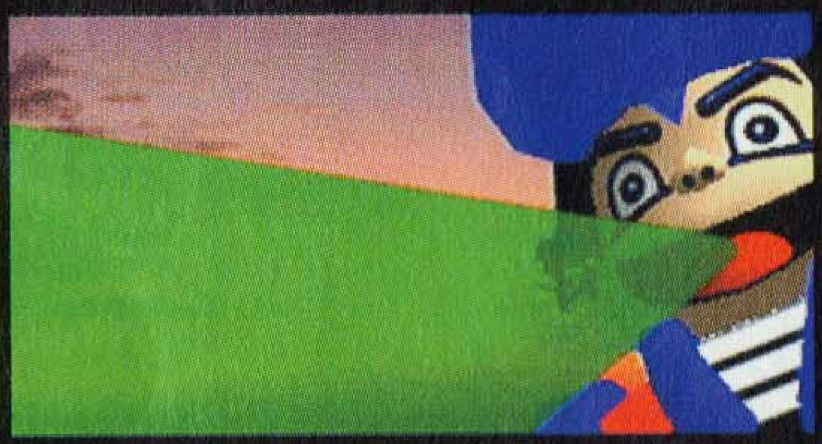
# Mechanical madness

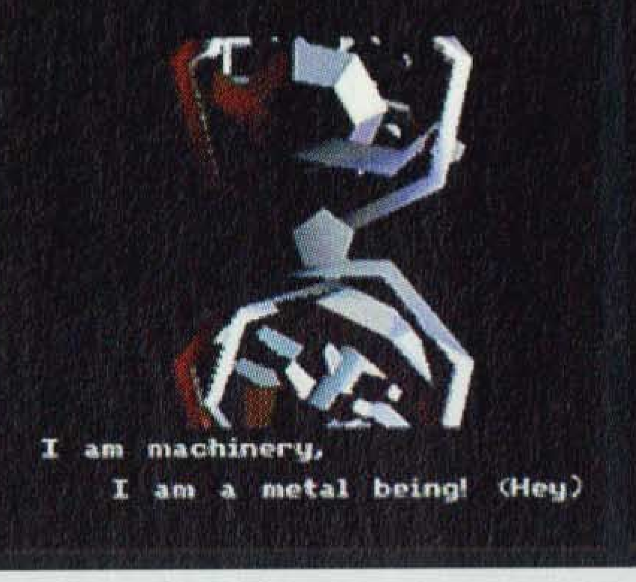
**Apart from the bosses Goemon has to face on his own there's also the opportunity to team up with Goemon Impact – a giant mechanical effigy of the Mystical Ninja himself – for some pretty tough one-on-one mecha battles. Let's take a look at your first Impact encounter!**

## Stage 1: The song!

Yep, the second of *Mystical Ninja*'s songs is Goemon Impact's very own theme. Don't worry if you don't get all the in-jokes (the whole thing's a big mickey-take of old Japanese robot cartoons) just sing along!

*△ You can certainly do some damage with Impact's giant atomic version of Goemon's pipe.*





*◁ If anything the words to Goemon Impact's song are better than the intro.*

## Stage 2: Energy up!

Strangely it seems the only way Goemon Impact can build up power for the upcoming battle is to trash dozens of buildings and enemy forces. Watch out for the bridges and ditches, though.

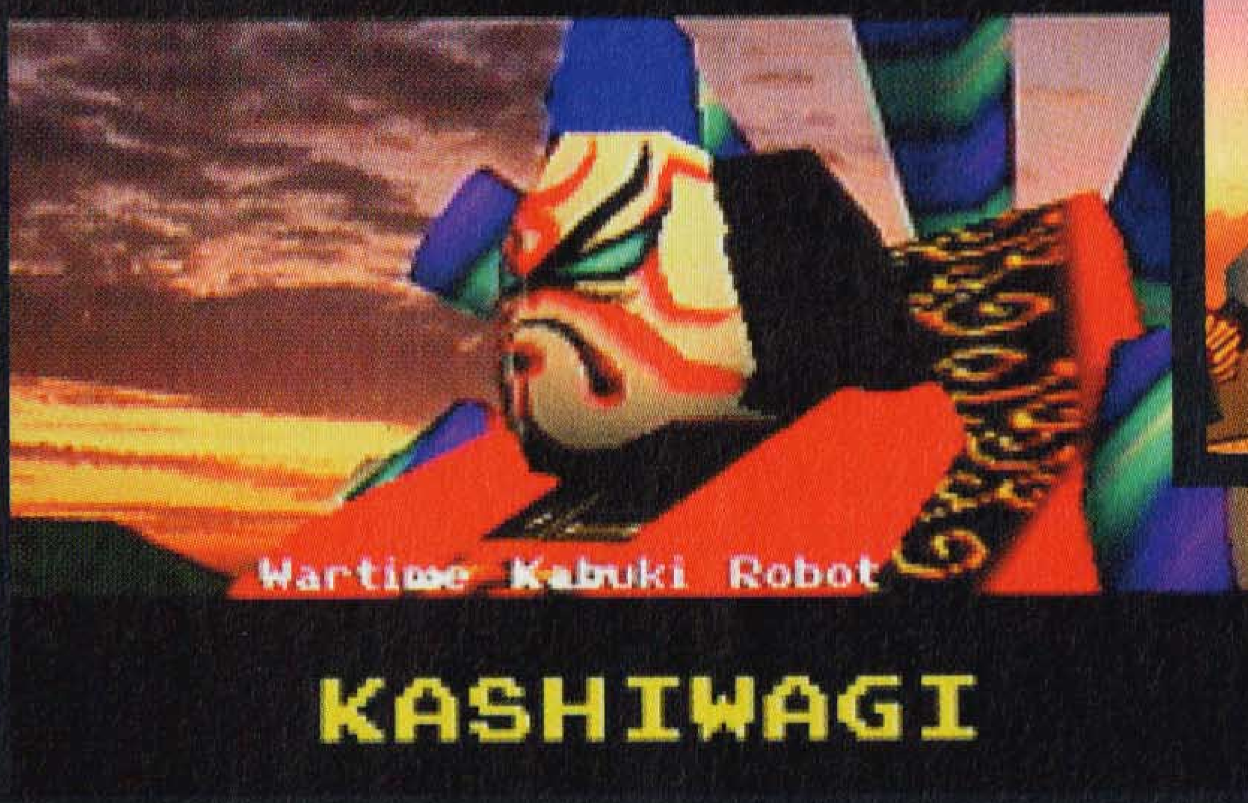
*△ There's no real strategy to stage two. Just wade on in and smash everything up.*

*▽ Don't forget to jump over the bridges, though.*

*△ The more stuff you smash up the more energy you'll get in the main battle.*

## Stage 3: Fight on!

Things may seem tough (your opponent's energy supply is quadruple yours) but Impact has an amazing range of attacks at his disposal accessed by beat-'em-up style button combinations. You can also regain lost coin ammunition by punching missiles rather than shooting them.



*△ Although you can win by just using Impact's fists it's better to learn some of the more complex moves.*

*△ He's down. But this is only the first and easiest of the three Impact battles.*

*◁ It's just like a giant robot version of Super Punch-Out.*

## Stage 4: Winner!

Victory is yours. Now you've got the conch shell, Impact will come running every time there's another huge mech to battle (which is actually twice more in the game).

*◁ Now we can actually read what's going on it turns out that Impact is a bit of a Hollywood film star. Ah, that'll be a sort of Godzilla joke then, Sort of. We think.*

**TO BE CONTINUED...** **N64**/14 or **N64**/15. One or the other will carry a lovingly-crafted review. Oh yes.

WE FINALLY GET OUR HANDS ON MIDWAY'S PC-TO-N64 LEGEND!

△ This crackly fella is the 'ultimate' weapon, although if you use it underwater you'll be electrocuted and die instantly.

▽ You've ruined his Lego house! Oh no. Hang on. Those things are actually splatters of blood. Either way he's not happy.

◁ You'll spend a lot of time looking sideways.

▽ Is that Darth Vader peering over his shoulder? It is!

▽ Crates contain extra ammo and health. So grab 'em.

△ Look out! You're about to be bitten by a dog. Must be that postman's uniform.

▽ 'Loading'? What? From where? What's going on? Eh? Explain!

# QUAKE

## nail those nasties

Why should we be looking forward to *Quake 64*, then? A good question, and one that deserves an answer. Or, in fact, five answers:

- It's the most popular PC game in the world.
- It was originally designed by Id Software, the people behind *Doom*.
- It's *Doom* but with proper 3D arenas (with stairs, balconies and everything) and *Turok*-style polygonal monsters.
- Multiplayer *Quake*, played over networked PCs, keeps the staff of **N64** Magazine's neighbouring PC publications hunched over their keyboards late into the night – nearly two years after the game first came out.
- You can blow someone to bits with a grenade launcher and then look down at his severed head lying at your feet.

So we were pretty chuffed when GT showed us a nearly-finished N64 version of *Quake* and promised that it would be in the shops within a couple of months. Midway's conversion appears to be absolutely spot-on, too, running just as smoothly and speedily as it does on a reasonably powerful PC.

Just as in the PC version, you battle the forces of darkness (or someone – it's never quite clear) through a series of levels, collecting more and more powerful weapons, unlocking doors, slipping through teleporters and stumbling upon secret areas. You've got Ogres coming at you with chainsaws and Scrags circling above, zapping you with lightning, while slavering Rottweilers bite your ankles. They're generally no match for your array of extraordinarily powerful weapons, though, and explode in satisfying showers of meat and fluids. Particularly entertaining is the nailgun or – better still – the super nailgun, sort of a cross between a minigun and an industrial stapler.

Maybe the part of *Quake 64* we're looking forward to most, though, is the Deathmatch. Up to 16 can join in on the PC version if you've got enough PCs together in the same room. *Quake 64* can't quite manage this, but allows two to chase each other around via a split-screen display without much sacrifice of graphical smoothness. There was originally talk of trying to cram in a *GoldenEye*-style four-player option, but the complexity of *Quake*'s levels means we're likely to remain limited to two.

The odd thing is, though, the version of *Quake 64* we played didn't include any of the PC version's superb multiplayer levels. Instead there were just the three simpler arenas from *Quake Test*, a cut-

△ If it all goes red like this, you're probably dead.

△ This chap's a boss. You'll want to electrocute him. But how?

△ Instances of men getting shot are commonplace in Quake.

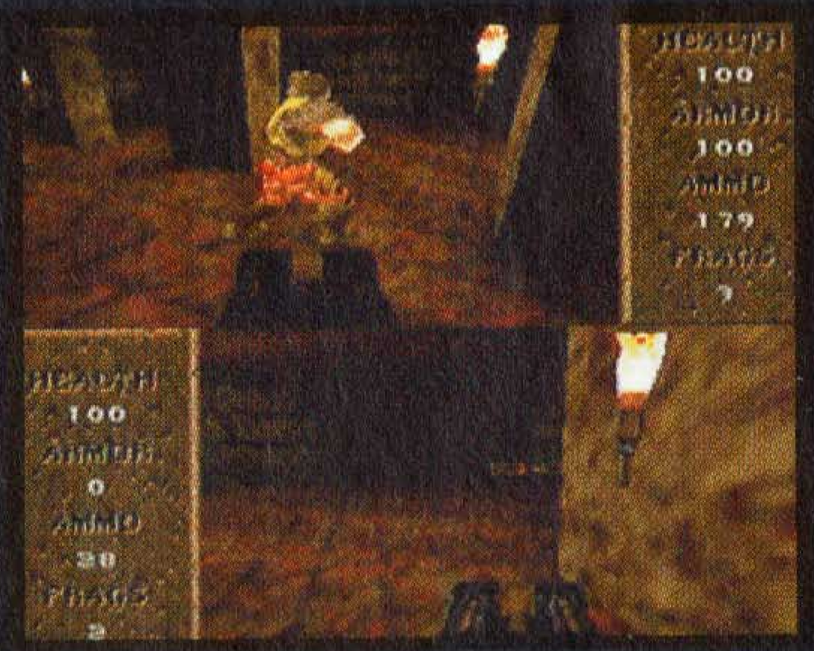
This baddy is ▷ called Michael. He's 34 years old and comes from Croydon. Shoot him.

## Friends forever

Or, at least, until the nailguns come out.

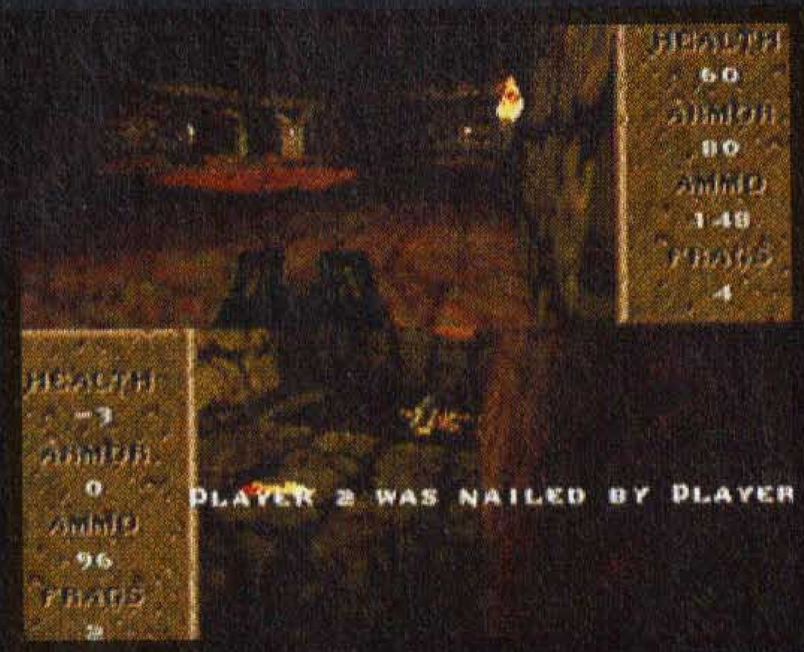
△ "So we'll just wander around and explore, right?" "Right. And no shooting or anything. Right?" "Right."

△ "Okay there?" "Fine, thanks."



△ Nnnnghh...

△ Brd-brd-brd-brd-brd-brd-brd!




△ "Not again."

| Quake 64 | |
|---|---|
| GT/MIDWAY | |
| March | 1/2 |
| UK release March | |

◁ You can pick up things that make you invincible. Yes.

DON'T use this ▷ weapon underwater or it's sticking-up-hair time.

down, multiplayer-only bug-test version of *Quake* that was released onto the Internet several months before the full PC game appeared in the shops. While these levels are entertaining enough, they're certainly no substitute for the six proper multiplayer levels, particularly the low-gravity Ziggurat arena. Will the proper levels be put in at the last minute? Are the simpler ones being substituted to keep the frame-rate up? Or what? GT's UK arm don't seem sure at the moment.

Let's hope the real levels do go in, though, because they're by far the best thing about the PC game. The one-player levels – replicated exactly in the N64 version – won't take very long to play through and, thanks to the limited number of monsters that attack you at any one time, rarely get the pulse racing.

**TO BE CONTINUED...** *Quake* ought to be finished in time for a huge review in **N64**/14.

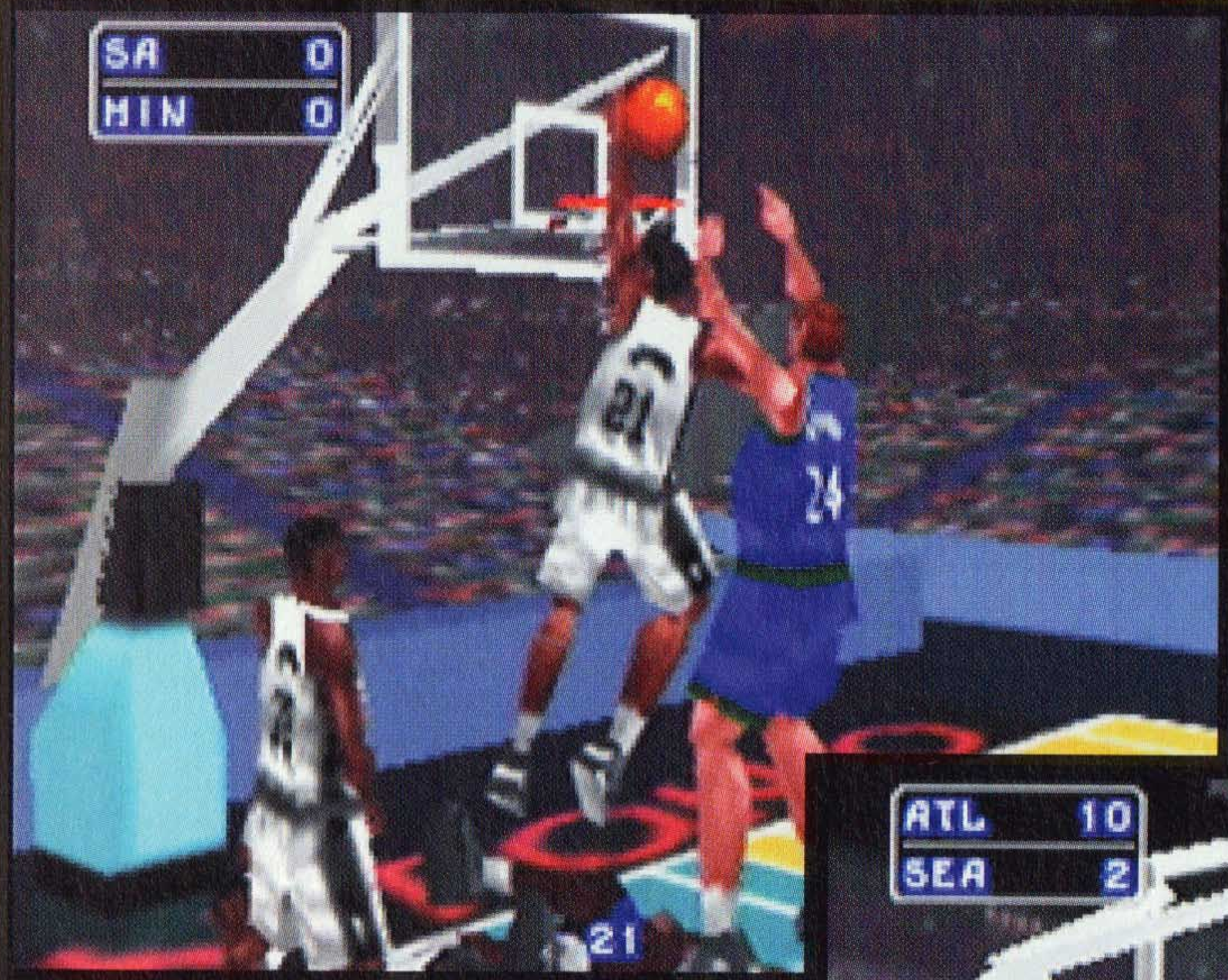
# NBA thud, thud,

*Penalty shot fun. The wobble gauge makes it very difficult to score at the moment.*

*As well as all NBA, there are East and West coast all-star squads.*

*More views than you could imagine. As ever, it's only a select few that are actually useful.*

*Slam dunk da funk with the Minnesotan side. Bit concerned about those bright pink arms though.*



*An above-and-slightly-angled-to-the-side view. Not really conducive to play, though.*

*Quick on the jump and block to keep your basketball free.*

*A slam dunk will be rewarded with a spontaneous replay. All very dynamic.*

*An interesting view option. A nice overview of the entire game.*

*The curse of N64 fuzz seems still to be afflicting NBA Pro. It's like a thick mist has descended.*

***NBA Hangtime*, eh? It's a bit ooohhh, isn't it? A bit hmmm, a bit ah, a bit down to the by-line but disappointing cross in to the side-netting. A bit exciting dribble into the box followed by embarrassing trip over your own ankles. A bit Cliff Richard singing with all those lovely tennis ladies at Wimbledon, big smiles on their muscular faces… hmmmmmm… AH! And anyway, it's got six players missing.**

*NBA Pro '98* from Konami will be the first 'proper' basketball game to arrive on the N64. The big K have been whipping their development team mercilessly for months now, and *Pro '98* is 70% complete, making its predicted March release date look distinctly realistic. Having first announced the game as *NBA In the Zone '98*, Konami have dropped 'In the Zone' (which didn't mean much to us anyway, to be honest) and inserted the 'Pro' suffix, to bring it in to line with the rest of their sports line-up. Which is nice.

The first good news for acolytes of the shiny court is that 'Pro' is the first Konami game to be programmed entirely by the American wing of the company. As we all know, only Americans really have a grip on what makes a great basketball game, but under some heavy Japanese influence, we expect they'll put a 'big heads' cheat in as well. The second best bit of news is that – as its name suggests – *Pro* will have a full NBA licence. This means there will be a full quota of 29 real-life teams plus two east and west coast select squads.

Like its *ISS64* cousin, *NBA Pro* has its boughs laden with succulent option action. Camera angles are go, defensive and offensive strategy are thorough and substitutions and team selection are easily manipulated. Good. All that's really needed now are some more trick shots and special moves and for the programmers to have the courage to turn off the N64's unique anti-aliasing. It's this effect – in the wrong hands – that's responsible for many N64 games looking fuzzy. We don't want furry basketball players, just nice crisp visuals, so off with it please, Mr. Konami.

At the moment the game has no commentary – a refreshing change. However, this is just another example of something that's bound to arrive in that tricky last 30% of development. In *NBA Pro '98*, Konami clearly have a promising game, but with Nintendo's b-baller on the horizon they shouldn't lay off with the development whips until the very last moment. We shall see exactly what happens in March.

# PRO '98

## thud, squeak, slam dunk

| NBA Pro '98 | |
|---|---|
| KONAMI | |
| March | 1-4 |
| Japan/UK release March | |

△ Another replay shot – we're about to get a mouth full of ball.

◁ Ooh the tension, you could just bite on it. Will it go in or will it, er, not?

▽ Ah, the old Detroit/Sacramento grudge match. Not a high-scoring game.

△ Full options to customise your squads. Create your own dream team.

◁ The key to basketball is defence. It's a key we're still looking for here at N64.

**TO BE CONTINUED…** We'll have a bouncing review of *NBA Pro* in or around issue 14. Oh yes.

# PLANET 64

NINTENDO 64 NEWS CENTRE

◁ How can we possibly be expected to wait until November?

△ Late Feb and it's time to get puzzling with Tetrisphere.

◁ Kids in the snow, boarding, and what fun it is too.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# Let the games begin

## Spring will see the blossoming of a whole new catalogue of N64 games.

**Following a post-Christmas lull in the N64 release schedule, a rampant THE Games, Nintendo's UK distributor, announced that within the space of two weeks they'll be shunting three new N64 games the way of the hungry public.**

The games rush will start on 20th February with, unfortunately, an inexplicable UK release for the appalling racing game *Cruis'n USA* (**N64**/1 34%). At least it'll only cost £35. However, a week later, things start looking up with a 40-quid European outing for solid puzzler *Tetrisphere* (**N64**/7 71%). And then, best of all, on 6th March, expect a PAL conversion of the utterly splendid *Snobow Kids* (reviewed in this very issue on page 60), which will be scuttling into stores at a smile-raising £40.

The call for new games is still as unanimous as ever – especially in the light of ferocious Christmas sales for the N64 and *GoldenEye*'s countrywide selling out – and strong third-party support, particularly in the shape of Atlus' surprisingly good snowboarding game, is really rather important. And, claim THE, there's plenty more of where that came from.

For 1998, the company have deals to distribute all of Kemco's games (those are the people behind the excellent *Top Gear Rally*), which means *Twisted Edge Snowboarding* in July, *Knife Edge* (once called *Blade* and *Barrel*) in August, an as-yet-untitled puzzle game (with maybe a Warner Brothers licence) in September and *two* new Top Gear games, one of which will debut in November and the other on the 64DD.

The downside is that Nintendo's own games are expected a little later than previously thought. *Zelda 64* is, perhaps, the worst offender, with a PAL version release unlikely to arrive until November. Additionally, although *1080° Snowboarding* will probably be ready for release here in June, it may not appear in the shops until the more seasonal winter period.

Other biggies include *Banjo-Kazooie* in July, *F-Zero X* in September and the much-troubled *Body Harvest* in October (as predicted in our free calender in issue 10, wouldn't you know?). As for *Ultra Donkey Kong*, well, the unconfirmed news is that it could be November (um, as confirmed in our free calender in issue 10), with Rare having disclosed to **N64** Magazine that they have two secret projects on the boil for 1998.

## SHORT CUTS

### SKY'S THE LIMIT

If, like Tim, you've finally decided enough is enough and bowed to the pressure of Sky TV, then apart from all the sport you could ever wish for and brand new episodes of The Simpsons, there might be another programme worth looking out for in March.

Games World – the newie from production company Hewland who, some may recall, once dabbled in GamesMaster's now sterile waters – is scheduled to hit Sky One some time soon and they're on the lookout for 100 contestants. So, knowing you like we do, we're putting out a call to all you fantastically talented gamesplayers in the hope that one or two of you might fancy your chances.

Apparently, the rewards are "fame, fortune and the chance to win some fabulous prizes" as well as the opportunity "to be crowned the undisputed champion of the UK", which, by anyone's reckoning, is glory indeed. And the processes of entering really couldn't be simpler. Just write with your name, address and telephone number to: Games World Contestants, PO Box 91, London, E14 9TN.

But, if you don't fancy actually taking part, you could also become part of the audience by doing the same thing but marking your letter – and this is important – 'Games World Audience'. We look forward to seeing some of our **N64** Magazine readers whipping their way to victory.

△ *Definitely the sport of the moment.*

△ *All those vehicles, all that speed – coming your way very soon – well in September anyway.*

◁ *Ah, Cruis'n USA. Cheap it may be. Good it aint.*

## The N64 games of 1998

Here're some of the N64 games we'll be getting from THE Games, Nintendo's UK outlet. The dates are all provisional.

| Game | Date |
|---|---|
| ***Cruis'n USA*** | 20th February |
| ***Tetrisphere*** | 27th February |
| ***Snowbo Kids*** | 6th March |
| ***Yoshi's Story*** | March/April |
| ***Twisted Edge Snowboarding*** | July |
| ***Banjo-Kazooie*** | July |
| ***Knife Edge*** | August |
| ***F-Zero X*** | September |
| ***Kemco puzzle game*** | September |
| ***Body Harvest*** | October |
| ***Top Gear Rally 2*** | November |
| ***Legend Of Zelda: Ocarina of Time*** | November |
| ***1080° Snowboarding*** | December? |

And, of course, there'll be plenty of games released by companies other than THE. Keep an eye on our Ultra Release List for more details.

# Sick-achu

**No sooner had they attempted to flood the world with their fluffy brand of loveliness at Space World, than the *Pocket Monsters* were turning villain last month, with the cartoon incarnation triggering fits in over 600 Japanese school children.**

The problems occurred during a scene where the television screen filled with a red explosion followed by a white flash, and the symptoms included breathing difficulties, convulsions and, in extreme cases, vomiting blood. Most of the 600 children were released from hospital within hours, but about 20 were kept in overnight. Doctors attribute the sudden attacks to photo-epilepsy, the illness that has, in the past, affected a tiny minority of video game players.

However, TV Tokyo – the company who screen the cartoon – were quick to point out that they didn't feel their programme contained anything unsuitable for its tea time audience, apart from a couple of murders and a subway bombing.

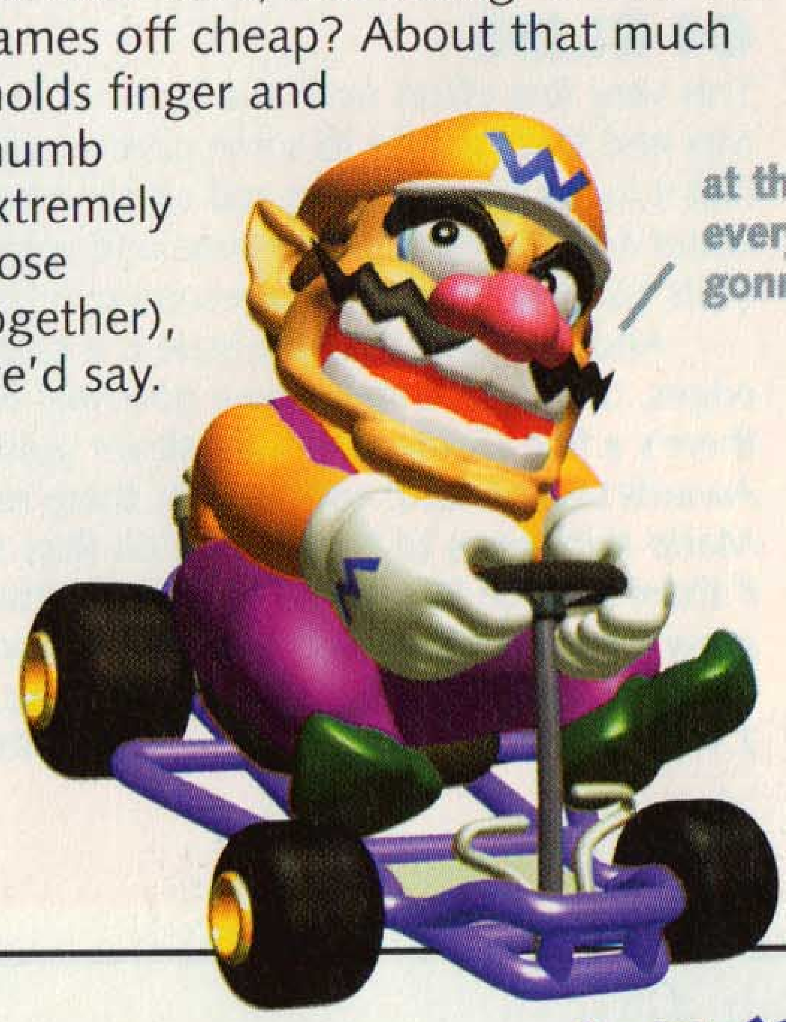
Pikachu, meanwhile, was unavailable for comment.

△ *Cute and fluffy? Do I look cute? You'll be sorry you ever said that.*

# The price is right (down)

**Despite dominating the console scene since its launch almost a year and a half ago, Nintendo of America this month announced that the N64 would, once again, be the cheapest alternative with certain best-selling games – *Super Mario 64, Mario Kart 64, Starfox 64, Wave Race 64, Shadows of the Empire, Turok* and (whoopee) *Cruis'n USA* – dropping in price to an incredible $40. This new price, about £25, means you can now get N64 games in the States as cheaply as PlayStation games. The prices of newer games aren't affected, however.**

Any chance of Nintendo following suit over here, and selling 'classic' N64 games off cheap? About that much (holds finger and thumb extremely close together), we'd say.



at those prices everybody's-a-gonna win!

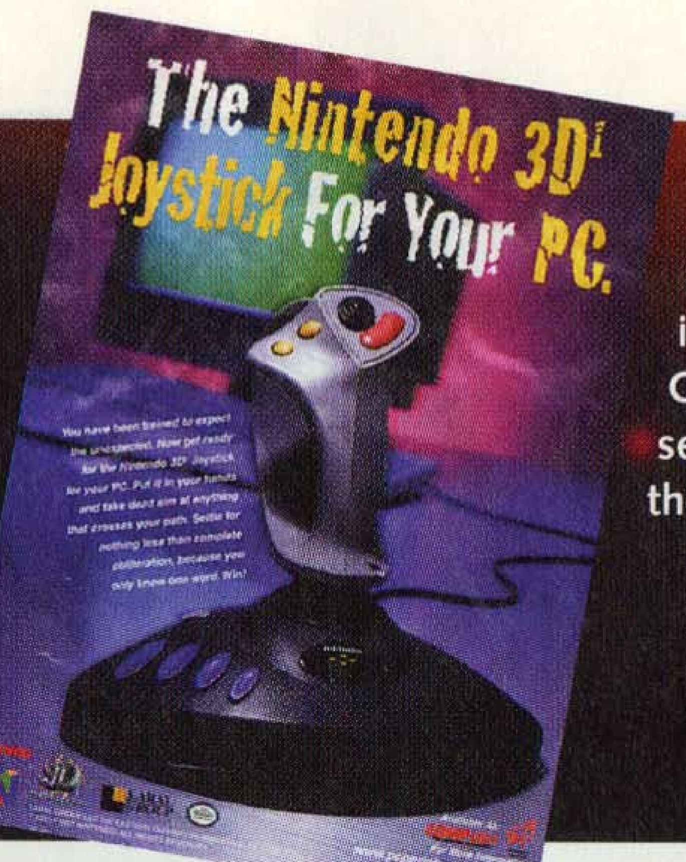
GO! GO!

### THANKS!

Many thanks to all our chums who sent us Christmas cards, including Gareth Eagleton, Lionel Laurent, Mirage, THE Games, Suzie Rishworth, Russell Cocklin and Glenn Harding, Jo and Tarik, Interplay, Mr Bazza, George Armstrong, Peter, GT, Owen, Stuart, Adam Skeggs, Erik Amit Nordlie, Interactive Studios, Ubi Soft, Marubeni. Cheers!

### STICK WITH US

Some odd things happen in America, but few are odder than the new Nintendo 3D1 joystick, available to our American cousins. Looks a bit like a PC stick, you're doubtless thinking. And that's because it is a PC stick. Why the Nintendo




badge and seal of approval? We've no idea. Thanks to Andrew Crosen of Alfreton for sending us the picture, though.

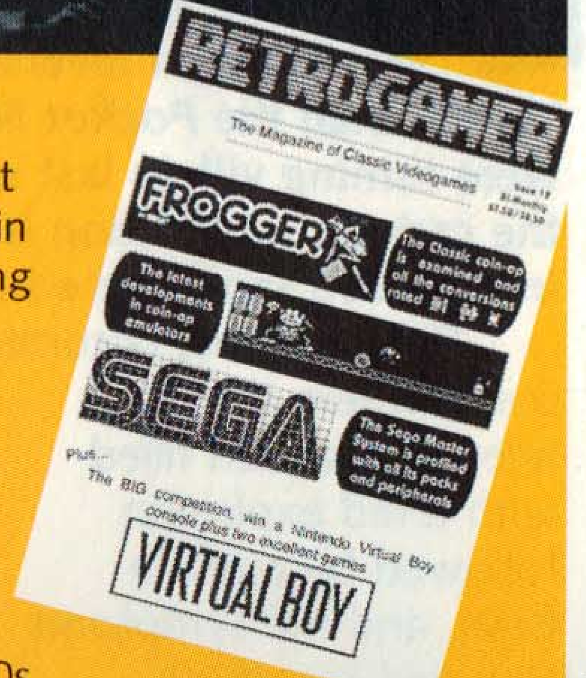
### PAUL'S PLANT

Here's a nugget: Paul, and don't repeat this, is 29. That's one year away from being 30. In fact, it's less than that because he's 30 *this year*. But, fear not, his plant is not withering in a similar fashion. Instead it continues to sprout leaves and look in fine fettle stretching up now to a massive 43 centimetres. Paul, meanwhile, has just bought some new

# FANZINE FARM

**Got a fanzine? Think it's pretty good? Then send it on in to us and we'll take a look at it.**

### RETROGAMER




"Get off my land!" Retrogamer's Editor Keith Ainsworth might say if someone unwanted stepped onto his small garden plot in Orrell Park, Liverpool. But, otherwise, he wouldn't do anything remotely like that and, instead, would want us to tell you about his fabulous two-year-old fanzine, Retrogamer. Which we will.

Not to be confused with Retrogames the fanzine put together by our resident old game specialist, Jason Moore – this is a superbly accomplished trip down bleep-bleep-bleeping Memory Lane. Keith's writing style is fluent and informative, leaving ample room for humour and bad early '80s haircuts.

In the latest issue, number 12, there are features on *Frogger* and the Sega Master System as well as coin-op emulators and the Virtual Boy (which you can claim for yourself in Keith's cunningly arranged compo). And if that's not enough dusted-down action for you, there are stacks of back issues to be had featuring excellent profiles on such computing revolutionaries as Eugene Jarvis, Jeff Minter and Archer Maclean.

A finer, more professionally pieced together fanzine you will not find, and being the kind chap that he is, Keith has ensured that every reader is cordially invited to contribute work. Top organic growth.

● **At £1.50 you can't really moan, so stick your dosh hitherward: Keith Ainsworth, Retrogamer, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW.**

### N-FORM

Cultivating his crop quite nicely in High Wycombe is N-Form's Editor James Fry, who rolls out the third issue of his A4-sized Nintend-a-thon in as many months. And like the stealthiest kind of combine harvester, it's looking a shapely sight.

There's a stack of reviews to gladden the heart including historical looks back at *Batman* on the NES, Rare's effort *Snake, Rattle 'n' Roll* and perhaps the GB's finest moment, *Super Mario Land*. In fact, it's a quite a retro issue all round, with only a single page dedicated to the N64. But it's none the worse for it and, as an alternative to Retrogamer or Retrogames, N-Form issue three is a good, old-fashioned read.

● **For two quid, A-Level student James will furnish your needs at: James Fry, N-Form, 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks, HP10 9ND.**

### 64 BLISS

This very first effort from the unfortunately monikered Rux, Mix and Dezz is akin to some particularly good compost. At first it looks unpromising and smells a bit but, with some water and the right mix of time and weather, it reaps the fruits of its labours, eventually blossoming into a fine specimen.

And so, while this first issue is a bit rough around the edges, there's definitely some potential there. Certainly, there's a fine *GoldenEye* multiplayer guide and Readers Awards section and, additionally, there're also a good few *Mario Kart* times to beat in The 64 Bliss Superleague. And, if there's a little less rambling banter between the team in future, this could grow into a lovely wheat crop of a fanzine.

● **If you fancy catching up with 64 Bliss, send £1 to: Mr A Rushe, 64 Bliss, 7 West Avenue, Ingol, Preston, Lancs, PR2 7EP.**

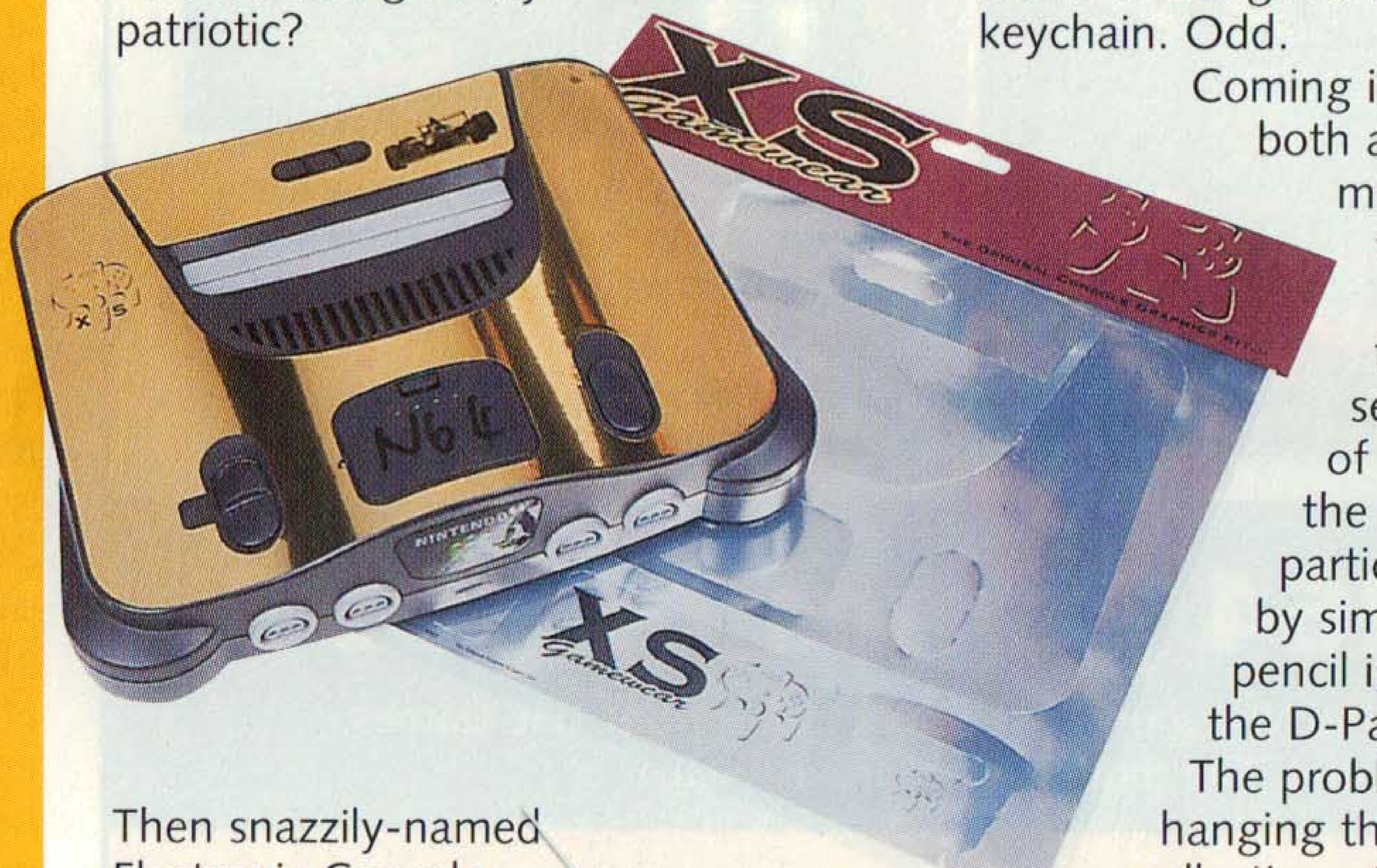
# New Goods

## But *are* they good? Well they're certainly new...

### XS GAMEWEAR

**ECR • £9.99 • 0800 731 5063**

Bored with the way your N64 looks? Can't find it in the dark? Feel like being overly patriotic?




Then snazzily-named Electronic Console Regeneration's new 'graphics kits' are likely to be just the thing you're looking for.

Basically, for a tenner you can peel the back off some shiny plastic, carefully manoeuvre it into place and produce an end effect not dissimilar to what you see in the picture here. A little way down the line, ECR are also promising Premier League graphics kits as well as kits to tie into selected games.

For now, though, there's a plentiful supply of gold and silver as well as a special glow-in-the-dark, where-did-I-leave-the-machine? kit. And, for those readying themselves for England's World Cup onslaught, there's an England '98 get-up. All very harmless and pleasant, though p'raps a tad expensive at a tenner.

**65%**

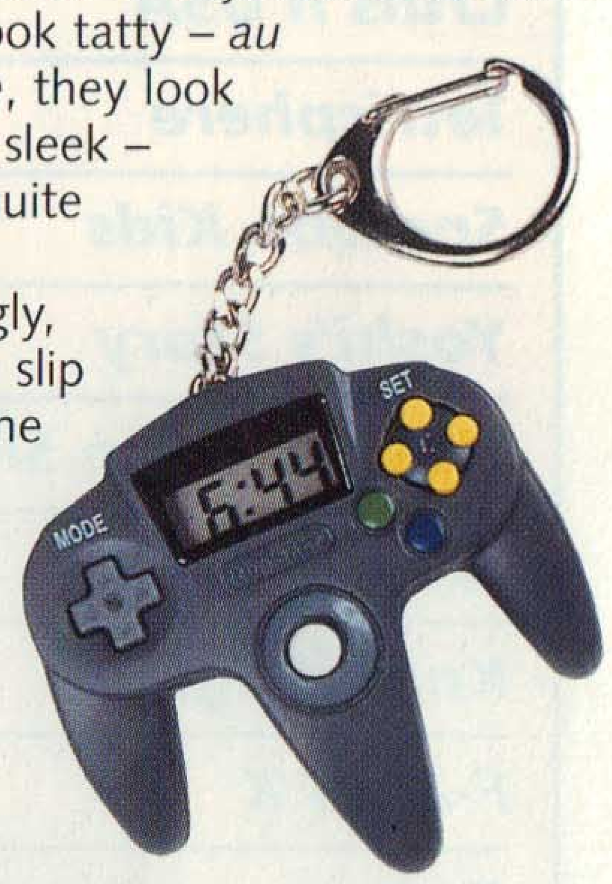
### N64 CLOCK KEYCHAINS

**Mani/Nintendo • £TBA • 01703 653377**

These things invoke the same response in everyone: "Let's have a look... Oh, yeah... Mmm, they're really good, aren't they? Really *cute*. Anyway, here you are, have it back". And no one actually wants to hang them from their keychain. Odd.

Coming in the guise of both a mini N64 and mini N64 joypad, the Clock Keychains tell the time, date and seconds at the press of a C-Button and the aforementioned particulars can be reset by simply prodding a pencil into the centre of the D-Pad.

The problem comes when hanging them from your collection of keys. It's not that they look tatty – *au contraire*, they look marvellously sleek – but they're quite heavy and, disappointingly, don't exactly slip snugly into the pocket of a pair of Levi's. Even trying to wedge them into Tim's cheap Marks and Spencer's alternatives didn't reap dividends, leaving us to use the loopholes in our belts. Which didn't look very good.



So, all told, cute indeed, but you'll need a baggy pair of jeans.

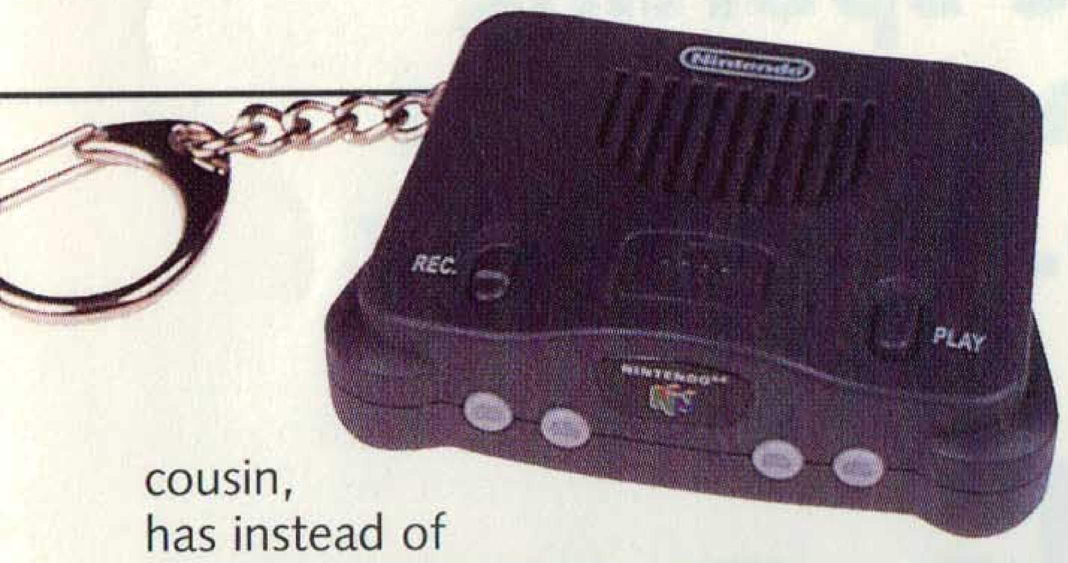
**60%**

### N64 CONTROL DECK

**Mani/Nintendo • £TBA • 01703 653377**

Similar problems with the Control Deck. This, boasting slightly more bulkiness than its keychain-style

•slippers and a rocking chair and is currently enjoying re-runs of The Goons.




cousin, has instead of the power and reset buttons, Rec. and Play. And the reason is that, by simply holding Rec., you can speak into the mini-N64 and say six seconds worth of your best banter before magically playing it back.

Of course, any old idiot can swear into it, but the point is, it's actually an opportunity to display your rapier wit and as such, is above things like blue words. Instead we've been content with a basic, but nonetheless amusing, "Overspong" (note: the "spong" part should last for at least four seconds), which we've been playing back to Wil over and over and over again. Completely and utterly useless, all told. **43%**

**STEREO RF MODULATOR**
**Richlyn Solutions • £15.99 + p&p • 01684 295827**

Mono? Schmono! Striding confidently into the cut-throat Nintendo 64 peripheral market place comes Richlyn Solutions with an offering that all you RF Modulator owners might find hard to ignore, especially as, finally, it gives you a chance to enjoy the delights of stereo sound without any S-Video-style expenditure.

Through some clever split-channel jiggery-pokery and a healthy 16 notes, Richlyn will take your Nintendo RF set-up and instill in it stereo quality sound (involving two extra leads that go into a nearby hi-fi), throwing in a 12 month guarantee and over a metre worth of extra cable into the bargain to boot. And, really and honestly, you can't say fairer than that. **90%**

# RETROWORLD
**with Jason Moore**

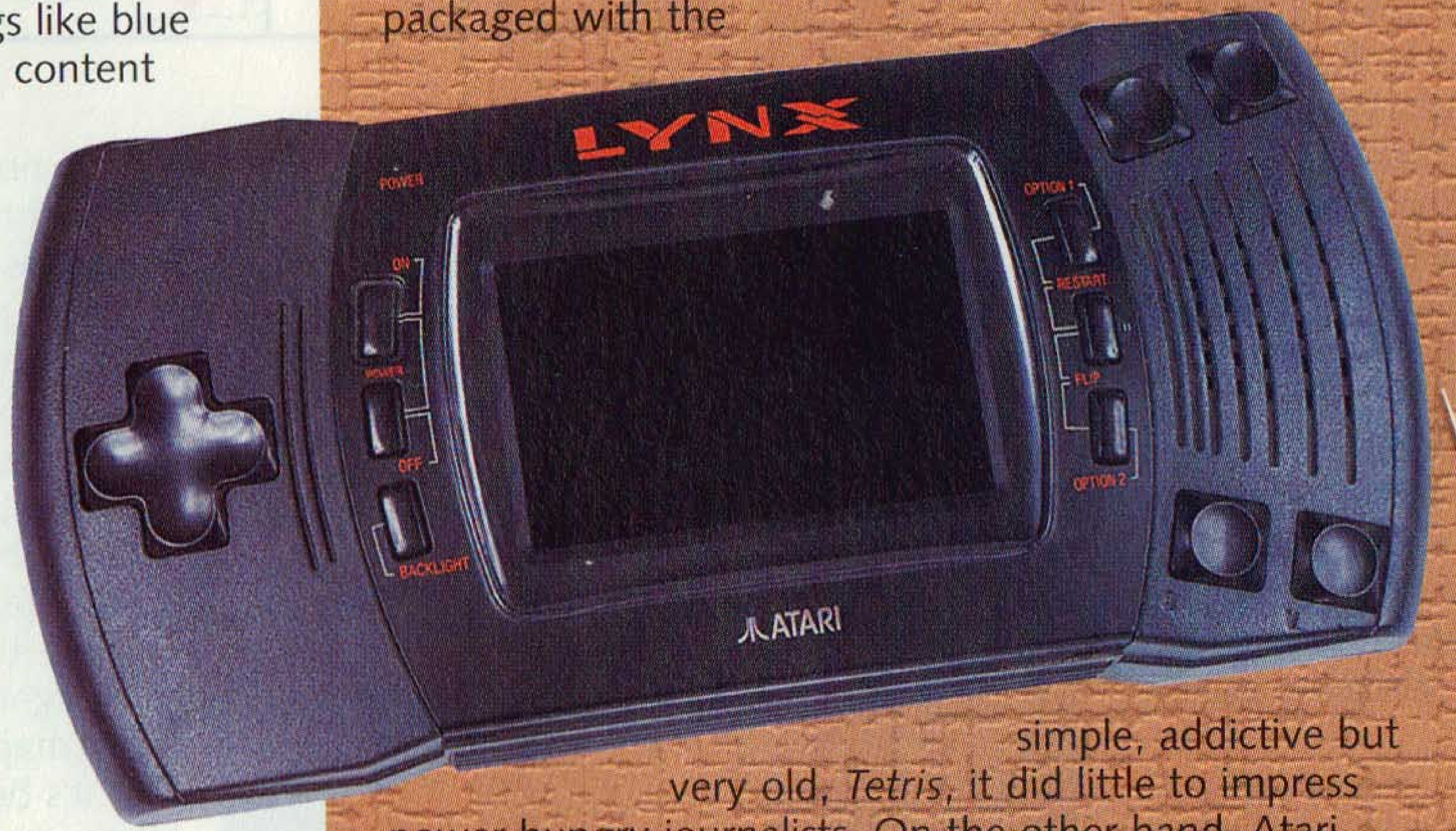
**Slip on your Spiderman outfit and lets return to the days when most people thought a video game was trying to get a jammed tape out of your VCR with a felt tip pen.**

**By 1989 there were more people in Japan with a Famicom than a toaster, and one out of every three US homes had a NES under the TV. The war weary Atari needed a weapon, and it was about to get one.**

Turn back the clock a couple of years and the designers of Commodore's Amiga had started creating the ultimate handheld games machine. Quickly seized by US games giant, Epyx, development of the Lynx continued to prototype stage. Atari stepped in, impressed with the technology, and determined to re-establish itself in the console war.

On the other side of the world, Nintendo worked hard on the logical conclusion to their Game & Watch series, the Game Boy. Atari realised software was going to be of paramount importance and, along with the excellent games Epyx already had in production, began converting many of its top arcade machine licenses.

In 1989 both Nintendo and Atari launched their handheld machines to quite different opinions. Running at around 4MHz, Nintendo had produced "nuts and bolts" LCD handheld, packaged with the simple, addictive but very old, *Tetris*, it did little to impress power hungry journalists. On the other hand, Atari unveiled their full-colour, 16-bit Lynx, complete with hardware zoom and rotation, multi-channel sound and a specification that in some ways surpassed the Amiga which, at the time, soared the very heights of hardware technology. California Games came packaged with the machine and, with its two-player link-up and stunning playability, a bright future for the Lynx seemed assured.




An initial sell-out in the US led to a rather less enthusiastic Japanese launch. Undeterred, Atari pressed ahead with a European launch, advertising at cinemas and on TV. Meanwhile, mainly thanks to its 40% cheaper price tag, Nintendo was shifting Game Boys by the bucket load in Japan and the US, delaying the UK launch by a year to allow for increased manufacture. Atari worked hard on producing good software, top titles like *Slime World*, *Awesome Golf*, *APB* and the near enough arcade-perfect *Road Blasters*, showed just how good the Lynx was.

By 1990 things weren't looking so good, despite a catalogue of over 50 titles, the Game Boy was outselling the Lynx by ten to one. The price of the machine dropped from £129 to £99 and Atari began work on a revised model to cut down on the cost of manufacture. A year later and the Lynx II, a stockier, more robust version of the hardware, was released with no extra features.

The price of the Lynx continued to drop but sales failed to pick up. Atari entered into a numbers game, rushing out countless lacklustre software titles to a despondent user base. By the beginning of 1993, production of the Lynx had stopped, handing the market to Nintendo and Sega's far inferior Game Gear. It's possibly as a tribute to the quality of the hardware that software production continued and, even now, eight years after its release, there are occasional new releases for the Lynx through specialist mail order companies. Meanwhile, Nintendo proved how huge the handheld market really is with the 8-bit Game Boy, still their top-selling machine worldwide.

**METAL GEAR**
**Konami • NES • 1988**

Capcom's *Commando* was a classic of its time. *Metal Gear* is Konami's blatant salute to the title. You play "solid Snake", as seen in our previous review of *Snake's Revenge* (**N64**/9), a sequel to this original title. You're a one-man killing machine, intent on rescuing a group of hostages from various arenas. Entering each screen activates the various enemies within, you must then either run or engage in combat. Weapons have to be found along with pass keys and explosives allowing you to reach new areas of the game. This is one of Konami's intellectual properties that they refuse to let die, if you ever play the game, I'm sure you won't know why.

**RETRORATING: 39%**

**CLIMBER GAME & WATCH**
**Nintendo • 1988**

*Climber* is one of the later G&W machines, though it did not sell very well. The usual levered joypad is replaced with four rubber directional keys. You must climb as high as you can through the three levels of platforms above your head and avoid the enemies patroling them. Bats cause you injury if you jump into them and the people knock you for six, but do have another function. If you jump up and hit the platform above you with your head, it is chopped in half, hit it again and it disappears. You can then jump through the gap but if the enemies get there first they fall into it and replace the platform. This rather flickery G&W owes much to the Super Mario Bros G&W released at the same time, just that rather than jumping from left to right across the screen, you climb from bottom to top.

**RETRORATING: 63%**

PLANET 64 COMING SOON

**Updating you on the N64 games of the future**

**This month including:**

- 1080° SNOWBOARDING
- WAYNE GRETZKY '98
- WORLD CUP '98
- F-ZERO X
- CASTLEVANIA 64
- BIO FREAKS
- JEST

# Sport kn

**The World Cup, the Commonwealth Games, Wimbledon, the Five Nations – all ingredients in a fantastic sporting year. But in the world of the N64, it's not just restricted to those. It actually takes all sports...**

# Snow show

## 1080° SNOWBOARDING

| NINTENDO | 96M | 1/2 | March (Japan) | TBA (UK) |
|---|---|---|---|---|

**Few sports are faster or more exciting than snowboarding, so it's as well that Nintendo are currently putting the finishing touches to their superb rendering of it. We showed you the first pics of *1080°* in the last issue of N64 Magazine, since when Nintendo have released a new batch that show the game's workings in far more detail. Somewhat awkwardly, however, it looks like we may not see the game here until next winter (gagh!) – if the PAL version was released as soon as it was finished it would hit us early in the summer: not, reason Nintendo, the best time to release a snow-based game.**

The Japanese version of *1080°* is nearly finished, however, and the new pictures show the splendid 'virtual lodge' from which you'll select your racer and board. 'Hanging out' in here are competitors like Kensuke Kimachi, Akari Hayami, Adam Merriman, Stevie Allens and Megan Pischke, each with varying degrees of skill in the areas of speed, technique, balance, jumping and power. And the boards all have strengths and weaknesses too.

Also now on display are the half-pipe stunt mode, where you can pull 'nose grabs' and 'stalefish' for *Wave Race*-style points, races at night with flaming torches, a time attack mode with controllable replay, and more of the two-player mode.

*1080° Snowboarding* looks, if anything, even more realistic and sophisticated than *Wave Race 64*, and has the polish of a thoroughbred Nintendo game. So it's perhaps a bit surprising to learn that it's being put together at Nintendo HQ in Japan by a couple of Brits: Giles Goddard (ex-Argonaut) and Colin Reed. They're joined by a designer who worked on *Wave Race*, a director who helped put together *Tekken 2*, and, of course, Shigeru Miyamoto. They're managing to come up with some nifty new techniques, like calculating the results of collisions with obstacles accurately in real-time, rather than using motion captures, to give more of a snow-boarding simulation than an arcade game.

Go on, Nintendo. Please don't make us wait till next winter. We'll leave the fridge door open if that'll help.

△ *The races set at night look particularly nifty, with huge flaming torches melting the very snow around them.*

△ *All a board. Pros and cons to each one, look.*

# ocks

Spot the difference. Gretzky '97 or '98? Ah. That would be telling.

## Eager Physically Exercised Waiting

### Ken Griffey Baseball

Since it impressed people in the know at E3 last year, *Ken Griffey Baseball* – the first of two collaborations between Angel Studios and Nintendo (the other being, of course, the forever-in-development *Buggie Boogie*) – appears to have gone a bit quiet.

Following on from where its SNES predecessor left off, *KGB* (a provisional title – it might appear as catchily named *Major League Baseball featuring Ken Griffey Jr* eventually) features a wealth of visual treats: seamless motion-capture, star player texture-mapping, superb baseballing physics and real-time lighting, allowing for dusk and night matches and, subsequently, floodlights.

But September 27th, its original release date, has been and gone and a back-up date has yet to be announced. Of course, in the world of Nintendo, horrendous delays aren't uncommon, but you'd think that they'd have *something* to say. Still, baseball has been profoundly dull on the N64 so far – not hard, we realise – so *KGB* should stand a fair chance of doing the business. If it ever comes out.

### ISSPro 64

Mmm, yes. Enough of this American tosh. How about a proper sport? *ISS Pro 64*, as it's most likely going to be called, is already well into development at Major A in Japan and a licence is currently being sought out by Konami's top brass. So far they've been unsuccessful but, if they can't grab hold of one, there'll still be the option to tailor the player and team names in the game to your own requirements.

Also of interest is the fact that comically-named Tony Gubba is going to be doing the commentary plus an as-yet-unnamed co-commentator. Of course, Gub's not quite Barry Davies and tends to be saddled with Gerald Synstadt during the Premiership round-up these days but, looking on the brighter side, it could have been (retch) Brian Moore, which would have been an unforgivable act of lunacy.

We await this with an almost indescribable passion. No, really.

# Ice twice baby!

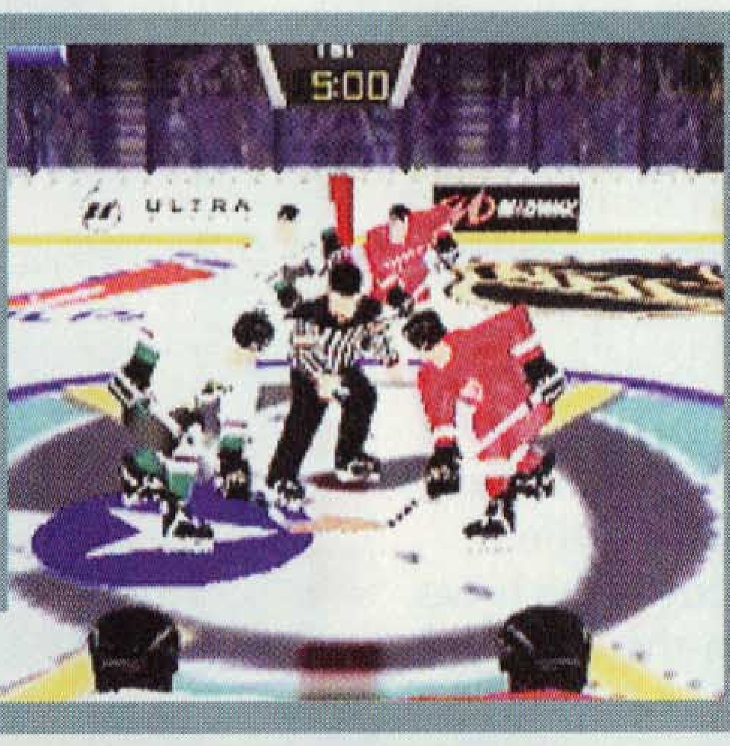
| WAYNE GRETZKY'S 3D HOCKEY '98 | | | | |
|---|---|---|---|---|
| GT | 64M | 1-4 | Out now (US) | Feb (UK) |

**Before any competitors get a chance to dig their skating heels into the ice – particularly in the form of Acclaim's lovely looking *NHL Breakaway* and EA's almost-certainly-forthcoming *NHL '98* – Midway and Wayne Gretzky are back to extend their healthy lead just a little further with a slightly tweaked version of last year's excellent outing.**

In truth, the changes that have been made are largely unnoticeable. Indeed, we had trouble spotting exactly what was supposed to be different. Apparently, there's been a bit of player AI improvement and a couple of new moves added. Oh, and the commentator seems to have a bit more to say.

But, the rest remains very much in place. And, although that's got to be disappointing (little or no revisions, even if the game *was* good, seems just a tiny bit lazy, does it not?), this is still a rollicking good ice hockey game. We should have a full review next month.

The stats have all been updated.




Sorry about the crummy screen-shot. Someone's nicked our PAL S-video lead. Git.

# Cup a load of this

| WORLD CUP '98 | | | | |
|---|---|---|---|---|
| EA | 64DD | TBA | | April (UK) |

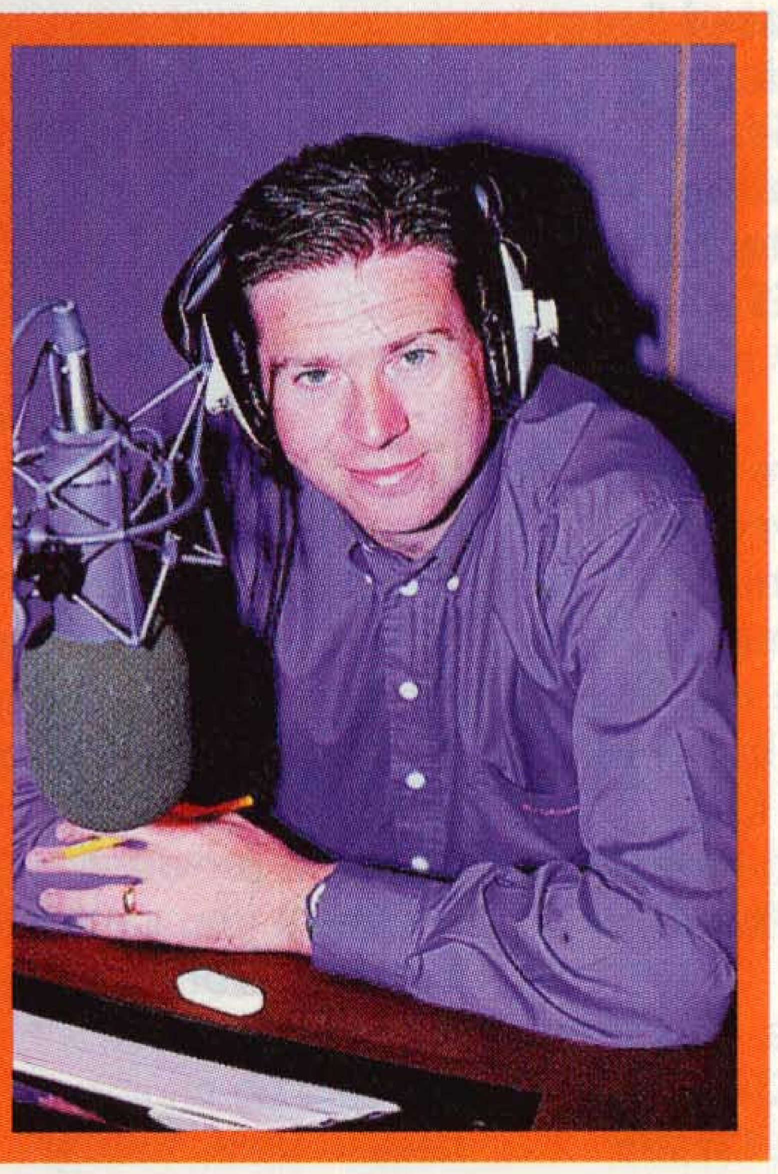
**Electronic Arts really seem to have got the hang of this football lark now, having put the dark days of *FIFA 64* behind them and come up trumps with *FIFA '98: Road to the World Cup*. So we need have no fear of *World Cup '98*, which is due out in April to coincide with… ooh… what's that sporting event again?**

Although *WC '98* doesn't have an official FIFA licence, it seems likely to use the excellent *FIFA '98* engine as its basis. (They'd better not dig up the *FIFA 64* one to save time…) And EA have come up with a huge list of World Cup-related goodies to take advantage of it, including star player moves, a World Cup trivia test and – superbly – a 'classic team mode' that lets you recreate famous finals like England 1966 and Brazil 1970. (Best not to touch anything during that first one, though, eh?)

And EA are going absolutely bananas with the commentary, pulling in Gary Lineker, Chris Waddle, Kenneth Wolstenholme, John Motson and Des Lynam and sitting them down in front of a microphone.

No screenshots yet, though, just these cheesy celeb photos.

Gary Lineker will be giving the commentary a squeaky clean sheen, no doubt.



Chris Waddle, here. Wonder if World Cup '98 includes the 1990 semi-final…

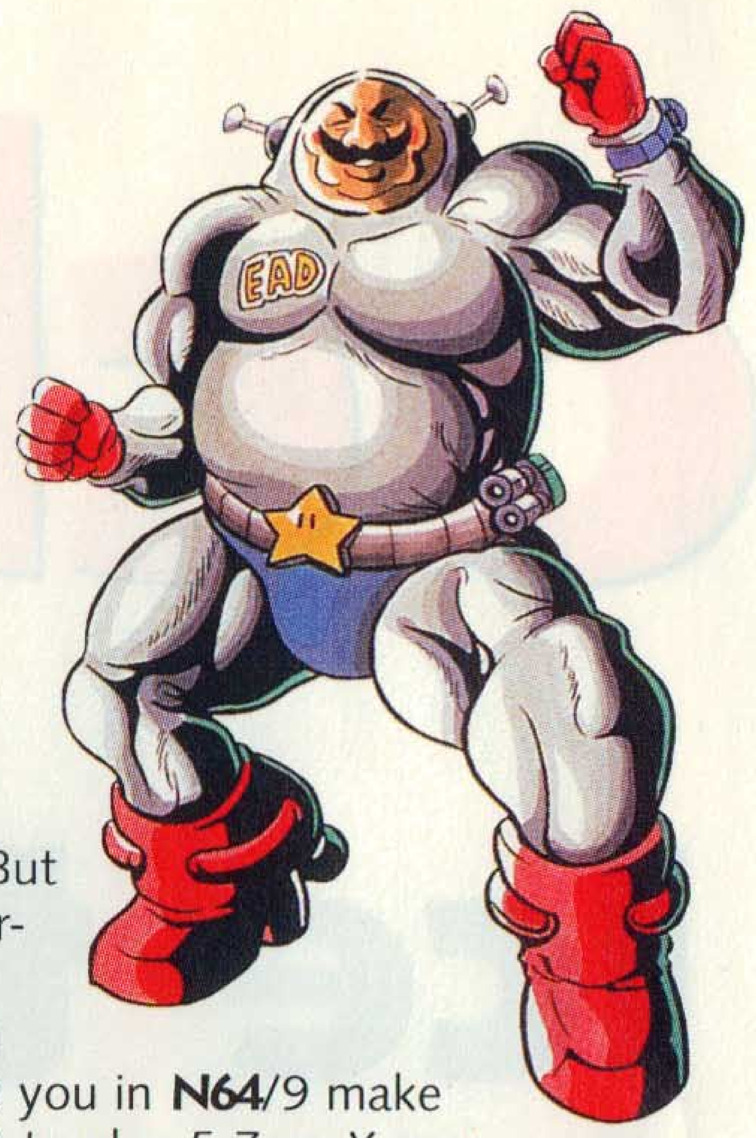
# Spurty thirty

The car select screen gives you a bewildering 30 racers to choose from.

As in the original F-Zero, there are power-up strips if you're prepared to venture off the racing line.

## F-ZERO X

| NINTENDO | 64M | 1-4 | June | September |
|---|---|---|---|---|



**More pics of Nintendo's futuristic racing game have emerged, including, most interestingly, shots of the pre-race options screens that give a much better idea of how the game's going to fit together. Lots of it will be familiar to fans of the SNES original.**

The course select screen, for example, has you travelling from planet to planet through the race season, with course 1 being set once again in Mute City. This time, though, the circuit has gained a terrifying loop. The machine select screen, next, gives you 30 (30!) different cars to pick from, and we'd be surprised if there weren't a few secret ones lurking in there too. And having chosen your vehicle you're then shown a graph of its performance along with ratings in three categories: weight, top speed and boost, the last of which makes you spurt forwards for a bit. (Wil says he's not too sure about that picture of the driver, though.)

Out on the road, plenty of the SNES game's distinctive features have been kept, like the starting lights that drop down and count down from three, and the strips you'll occasionally find at the roadside that will repair your car. But the bulk of the game is all-new, taking full advantage of the N64's mighty powers to provide 3D courses that twist, turn, corkscrew and loop the loop, and all deliciously smoothly. Best of all, as we reported last month after playing an early version in Japan, the cars move at a terrifying pace, achieving supposed speeds of over 1000 km/h.

All that's missing in the new batch of pics is the multiplayer mode, which we haven't seen in the flesh yet either. But the four-player pics we showed you in **N64**/9 make us want to play *F-Zero X* ever so badly.

At the end of the race you're shown the maximum speed you reached.

# Fang fare

## CASTLEVANIA 64

| KONAMI | 64M | TBA | Late 1998 | TBA |
|---|---|---|---|---|

**Firmly embedded in our page-26-based Eager Waiting chart ever since we first clapped eyes on it has been *Castlevania 64*, or *Dracula 3D* as the Japanese are calling it. Konami's *Castlevania* series has had Nintendo fans dribbling blood since right back in the NES days, and the incredibly early N64 footage they released last year looked superb.**

But nothing's been seen of the vampire-hunting *Castlevania 64* since the pictures we showed you in **N64**/3. Nothing, that is, until Japanese gamers received the latest edition of the Konami magazine, which includes four pages on game. There are no new in-game screen-shots, unfortunately, but there's some lovely artwork showing three of the four characters you'll be controlling. The trio on display are: Cornell Reinhart, a hand-to-hand fighter who is shown in the accompanying cartoon strip transforming into a wolf; Carrie Eastfield, a 12-year-old girl who, it can now be revealed, is 142cm high; and the whip-wielding Schneider Belmont. Of the chainsaw-favouring Kola, however, there is as yet no sign. Very mysterious.

Vampires are at their deadliest at night, of course, and Konami will be exploiting the N64's powers to make day and night pass realistically. At night you'll have to be particularly alert for befanged corpuscle-quaffers, and your field of vision is restricted. In the day you'll be safer, although the odd vampire might still lurk in the shadows. You'll be provided with a watch so you can plan your journeys around the game's 3D playing area.

Still no inkling of a release date, though…

Cornell comes over all hairy as Schneider lashes out.

Imagine exploring this entire castle. It'd be great!

Sorry – still the same old pics off that video trailer Konami showed ages ago.

The artists at Konami's Kobe branch are hard at work. The coders too, hopefully.

**PLANET 64 COMING SOON**

**RPG NEWS** WITH WIL OVERTON

## Oh, no not more *Zelda* pictures! But, go on, admit it: they're great!

# It's time!

Navi directs you to the bomb keeper. Be nice to him.

Bombs, sir? I think we can arrange that. All speech is handled by text bubbles.

Hear that? If you put your ear to the ground and face eastwards you can plainly detect the rumblings of the mighty *Zelda* bandwagon as it gathers speed approaching its April release in Japan. Amazing to think that it's only been a scant two years since we first saw that fleeting animation of a pointy nosed Link fighting a shiny chrome knight but, as you can plainly see from these new shots hot from Japan, it looks like time well spent. If it isn't... well, we'll probably cry a lot.

These new shots can be broken down into three sequences. The first shows Link getting his hands on the famous *Zelda* bombs (look out for cracks in the walls) from a dumpy looking local monster. In *The Ocarina of Time*, it seems, bombs are grown inside giant plants that then blossom to reveal their pyrotechnic fruits. Of course, we saw a great use for bombs last month when the Space World demo cart let you finish off the dragon Dodongo by lobbing them into his mouth.

The second sequence is a graphically gorgeous showpiece for those clever paint-wielders at Nintendo. After roaming about in the claustrophobic confines of a countrified little town, Link enters the Hall of Time, a massive, sprawling, tri-forced-up-to-the-nines monstrosity of a room, dominated by a huge clock. A time portal for the big Link, little Link swapping antics perhaps?

Then, thirdly, Nintendo also revealed a further battle scene, with Link's adversary this time taking the shape of a similarly-sized lizard-thing. Our little pointily-hatted friend once again uses the Navi-the-fairy lock-on feature to get in his shots, but also makes use of a staff, pulling off Karate Kid-like swipes of the stick. This is undoubtedly *not* a boss, but the diversity and size of even the normal passers-by has to be applauded.

More than anything, these new screenshots suggest things are rapidly nearing completion at Nintendo HQ (thank the heavens!). From the look of the village, the sweeping underwater landscapes and the supremely detailed Hall of Time, the locations are all up and working perfectly. Link's enemies also look beautifully fluid, and, in the case of the huge one-eyed bug-monster on the Space World video, really quite scary.

April can't come soon enough...

It's not so much the lizard fighting that's interesting here as the little on-screen map. Are we looking at some top complicated dungeon exploring here? We very much hope so.

Is that bomb already primed? You'll need to be pretty quick on your feet if it is.

And here's your first little bomb. Whether you can keep going back to the plant to restock is uncertain at the moment.

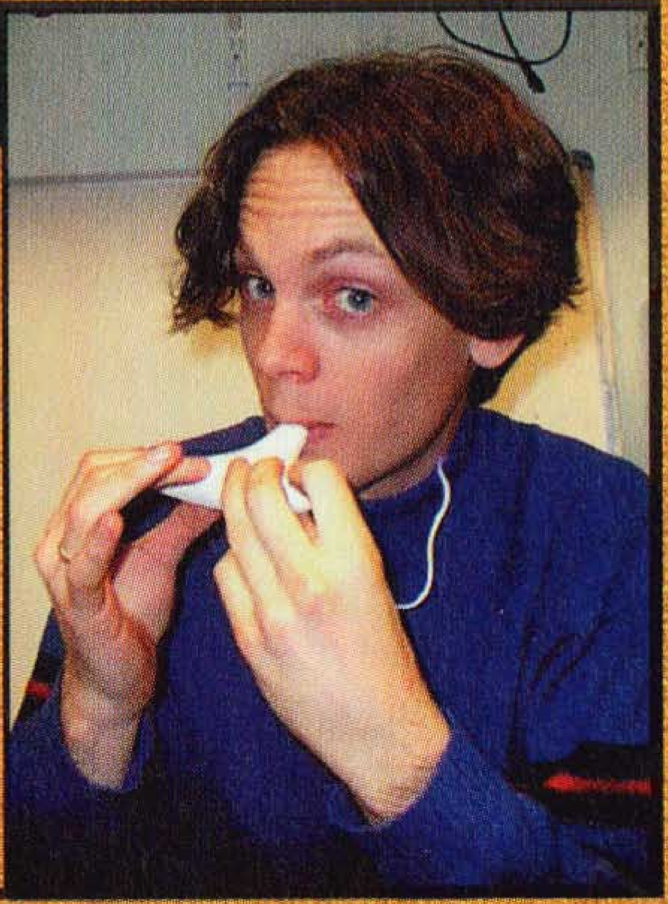
△ Rupees anyone? It's good to see that there are plenty of old Zelda references in the new game.

◁ Life-giving hearts make an appearance too.

△ Young Link arrives at the Hall of Time just in time to get back to the future.

It's still hard to imagine just how the time travelling works in Zelda. Still, only two months to go now. ▷

## Hey Ocarina!



So excited were the **N64** team about the prospect of *Zelda* that we even managed to get hold of a real ocarina to practice some top *Zelda* tunes on. Alas, James' Radiohead medley didn't open any time portals but it did clear the office pretty quickly. And as a result his new CD – Ocarina Moods – will be exclusively distributed in Woolworths bargain bins any week now.

# ASK FuSoYa

**My nether-reigons are rumbling like never before and I've attributed it to what I like to call the 'Link-effect'. The thought that *Legend of Zelda: Ocarina of Time* is only a couple of months away (for those who can't stand the thought of waiting until the autumn for a PAL version, that is) is proving just too much for my old and withered frame to stand. Mr. Myamoto, I think I speak for all of us when I say that if you fail us now I will cast the biggest Meteo I can muster. You have been warned!**

**First up, a quick jump via the Eurovortex to Amsterdam as V. Kraetke asks the questions on every diehard import fan's lips. Or not.**

1.A few years back, there was an RPG on the Super Famicom based on Sailor Moon S called '*Sailor Moon S: Another Story*'. Any chance of a 64-bit sequel based on the sailor stars?

2. I've heard rumours that an RPG with wargame and action elements based on the anime *Neon Genesis Evangelion* is on its way to the N64 and that it'll use the Bio Feedback Pak to give you a reading of your 'synchro rate'. True of false?

3. Could there ever be a *Chrono Trigger 64*?

**FuSoYa suddenly recalls a message from the old Tatio Darius shooter series – Warning! A giant anime fan is approaching fast!**

*1. Have you really played 'Another Story' on the SNES? Personally, FuSoYa thought it stank of the dung of a giant Chocobo and the thought of an N64 version fills him with nothing but indifference. The fact is that Sailor Moon (which for the uninitiated amongst you is a Japanese cartoon about superheroine schoolgirls) isn't half as big as it was a few years ago so the chances of an N64 Sailor game (especially an RPG!) are almost nil. FuSoYa also has to wonder why a cartoon specifically aimed at little girls should cause so much fuss amongst young males.*

*2.Come clean now. FuSoYa suspects that you haven't heard any rumours at all but are merely acting out some wish fulfilment. The only Evangelion games out are for the Saturn. So far there are no plans for any anime tie-in titles bar Banpresto's* Super Robot Spirits *(which is a beat-'em-up).*

*3. Noooooooooooo!*

**A slightly less esoteric question from Danny Boyd of Leatherhead now.**

1. I've read in some other N64 magazines of an RPG being made by some ex-Square Soft employees. Do you know anything about this and does it mean that we'll get *Final Fantasy* or *Secret of Mana* on our machine after all?

**Ahh. The bright, almost blinding, light of a relevant N64 RPG question almost blinds old FuSoYa.**

*Your question only goes to prove that you really shouldn't bother with lesser uninformed magazines whose only sources of information are: (1) other mags and (2) an Internet web site written by someone who gets their information from other mags.*

*The real facts are that Crave Entertainment (for it is they) are working on N64 RPGs and did once work for Square Soft. But they worked for Square's US office in Seattle before the company relocated to L.A. and Hawaii, and the only game ever to come directly from Square in the States was the less-than-trailblazing* Secret Of Evermore. *All they did otherwise was act as a liaison between Square Co. Ltd. in Japan and the West when a game was being translated for the US market. Still, let's not be biased. Any potential N64 RPGs are welcome in FuSoYa's slot and I'll be attempting to get the full lowdown on Crave's plans for the very next issue.*

**Hello, Stelios Giamarelos from Greece.**

If you happen to have a SNES lying around there, could you please tell me which adaptor I should use in order to play *Super Mario RPG* on my PAL SNES? (My Datel Programmable Universal Adaptor won't work!)

*OK, FuSoYa will accept another 16-bit question as he realises that you only want to play it to get a feel for what* Super Mario RPG 2 *could be like. FuSoYa's doing the same with all the previous Zelda games at the moment. (He still maintains that the Game Boy one holds top spot.)*

*Unfortunately there doesn't seem to be any adaptor that runs either the American or Japanese version of* Super Mario RPG. *It was released at a time when Nintendo's anti-cart programming was at its height. Sorry. You'll need a foreign machine.*

**That's it, pointy-hatters. Come to me with all your RPG questions and I will endeavour to answer them all. I'm like that.**

**Send your missives to:**
**Ask FuSoYa**
**N64 Magazine**
**30 Monmouth Street**
**Bath**
**BA1 2BW**

**You know it makes sense.**

GO! GO! ▷

# Aero-pain

## BIO FREAKS

| MIDWAY | 64M | 1/2 | US: TBA | UK: April |
|---|---|---|---|---|

**Midway are keeping those beat-'em-ups coming. Following the fossilised *Mortal Kombat* Trilogy, the snoozesome *War Gods* and the really-rather-good *Mace* they're now putting the finishing touches to *Bio Freaks*, which could better the lot of them.**

Coming from the Wild West, rather than the Far East, *Bio Freaks* follows the US trend for a dark, brooding atmosphere, and its levels are constructed from *Doom*-style granite and lava pits. The characters, too, are definitely Western in origin, with giant biceps and a generally aggressive disposition. The paramilitary Bullzeye, for example, has a gun with which he can (somewhat unfairly) spray bullets at people. Zipperhead is covered all over with defensive spikes. And if *Bio Freaks* includes a spiritual heir to Kabuki Joe, he's to be found in Psyclown.

*Bio Freaks* has a big surprise up its sleeve, though: press A and a jetpack will make your fighter zoom up into the air. Useless? Far from it. Not only is this an ideal way of avoiding enemy attack, it also allows fights to be conducted hundreds of feet above the ground, which makes a nice change. The playing areas have been constructed in a multi-level *Mace* fashion, too, with high-up platforms for you to take the battle to. And should the players become unduly separated, the game's being in full 3D allows the zoom out for miles to keep them both on screen.

Bio Freaks' graphics really are good. Wait till you see the screen zoom out.

Happily, the well-on-the-way-to-completion version of Bio Freaks we had a crack at played exceedingly well. The characters respond well to the controls, and they're all completely different, with their own moves and fighting styles. The only snag is that at the moment you can easily spend half your time flying around the screen, rather than fighting. Maybe some sort of Pilotwings-style fuel limit needs to be placed upon the jetpack.

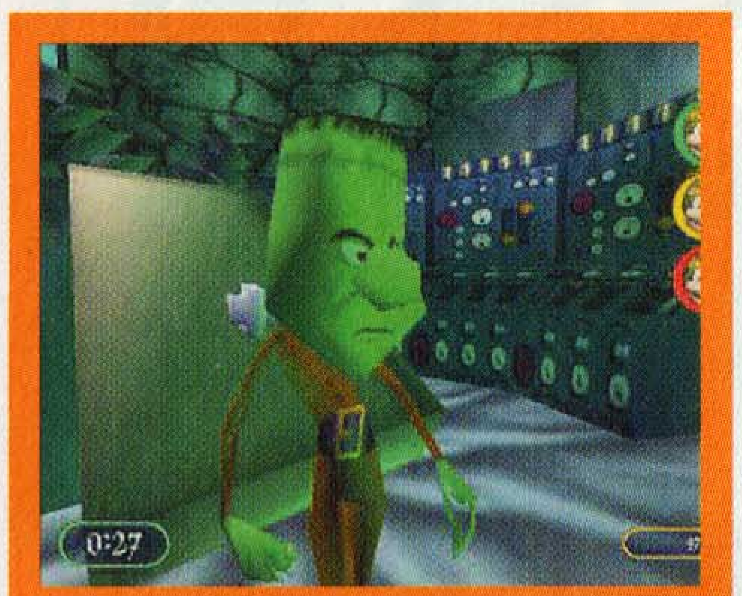
The graphics, too, are excellent: super-detailed polygonal characters that the camera can zoom right into until you can almost see their fillings. All that needs to be sorted out now is the sound, which currently consists of weird, temporary frog croaks and things.

# No joke

## JEST

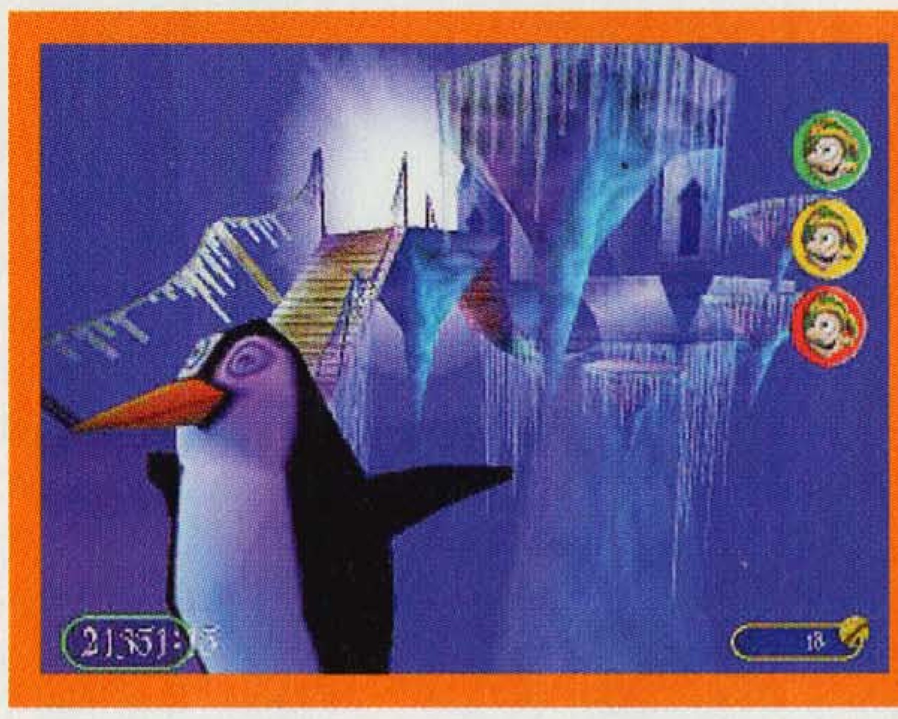
| OCEAN | 96M | 1 | Japan: 1998 | UK: TBA |
|---|---|---|---|---|

**Jesters seem to have been very much in vogue in recent years, what with *Pandemonium* on the PlayStation, *The Horde* on the Saturn and a slew of *Kyrandia* games on the PC. But Jax, star of the forthcoming *Jest*, isn't actually a jester. Not to begin with, at least. He starts life as a mere joker and must work his way up to full jesterhood... er... somehow or other.**



Hello! This fellow doesn't look too comfortable.

That"s Jax, we'll wager.



To be honest, the pictures we've seen so far mainly just show off the scenery in the land of Humourous, revealing locations that range from scary, hellish underground caverns to misty docksides. The characters look a bit simple and boxy, and it's difficult to see what playing the game will actually involve. We'll aim to discover more from developers Curved Logic (part of the Ocean/Infogrames collective) – along with info like a release date – in time for the next issue.

## An ear to the ground

Our wrinklier readers will undoubtedly remember *Head over Heels*, a 3D puzzly platform adventure that was one of the Spectrum's best games back in the 1980s. Well bless our souls if it's not about to rise again. Jon Ritman, the chap behind the Speccy original, set up a development company called Cranberry Source who, after a bit of PC-based action (*QAD* and *Match Day 3*), have decided to turn their hands to the N64. And their first Nintendo game will be a 3D puzzly platform adventure that incorporates the best elements of – yes – *Head over Heels*. Superb!

Talking of heads and heels, that's all that's likely to be left after you've had a go at *Turok 2*'s baddies with the new weapons the game will make available. Iguana, who are putting the game together for Acclaim, are saying the sequel will be a better game in every respect, and not just an extension of the first one. Iguana are also beavering away on a wrestling game called *WWF Warzone* which they reckon will be much more sophisticated than *WCW vs NWO* (reviewed this month). And over at Iguana UK work continues on *Shadowman*, which, according to one **N64** Magazine informant, looks "very nice indeed".

Also very nice indeed would be an N64 RPG, so three cheers for Interactive Studios who're working on one called *Dragonstorm*. A suitably role-playing name, we reckon. Interactive, who you may know from Firo and Klaud and the PlayStation. They're reported to be working on a 3D platformer too, although this remains cloaked in secrecy.

As does, indeed, Rare's N64 *Donkey Kong* game, although we're getting confirmation that work is well underway from more and more sources. Will we see it this year?

*Turok*: The sequel is on its way.

# ULTRA RELEASE LIST

PLANET 64 COMING SOON

**The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.**

| | Game name | Publisher | Type | Country |
|---|---|---|---|---|
| **February 1998** | | | | |
| 23 | Yoshi's Story | Nintendo | ACT | US |
| | Pro Baseball King 2 | Imagineer | SPT | JPN |
| | NHL Breakaway '98 | Acclaim | SPT | US |
| | WWF vs NWO | THQ | SPT | UK |
| | Cruis'n USA | THE Games | RAC | UK |
| | Tetrisphere | THE Games | PUZ | UK |
| | Fighter's Destiny | Ocean | FGT | UK |
| **March 1998** | | | | |
| 30 | 1080° Snowboarding | Nintendo | SPT | US |
| | Bio Tetris | Bottom Up | ETC | JPN |
| | G.A.S.P.! Fighters' NEXTream | Konami | FGT | JPN/US/UK |
| | Holy Magic Century Eltale | Imagineer | RPG | JPN |
| | Kiratto Kaigetsu | Imagineer | TAB | JPN |
| | Quake 64 | GT | SHT | US/UK |
| | Snow Speeder | Imagineer | SPT | JPN |
| | Superman: Anim. Series | Titus | ACT | US |
| | Super Robot Spirits | Banpresto | FGT | JPN |
| | Twisted Edge Snowboarding | Kemco | SPT | US |
| | NBA Pro '98 | Konami | SPT | JPN |
| | Forsaken | Acclaim | ACT | US/UK |
| | Jeopardy! | Gametek | PUZ | US |
| | Silicon Valley | BMG | ACT | US/UK |
| **April** | | | | |
| | Pachinko 365 Days | Seta | ETC | JPN |
| | Legend of Zelda 64: Ocarina of Time | Nintendo | RPG | JPN |
| | Mystical Ninja 64 | Konami | RPG | UK |
| | Banjo-Kazooie | Nintendo | ACT | JPN/US |
| | Snobow Kids | THE Games | ACT | UK |
| **May** | | | | |
| | Rev Limit | Seta | RAC | JPN |
| | Tonic Trouble | Ubi Soft | ACT | UK/US |
| **June** | | | | |
| | F-Zero X | Nintendo | RAC | JPN |
| | Pocket Monsters 64DD | Nintendo | RPG | JPN |
| | Talent Maker 64DD | Nintendo | ETC | JPN |
| | Polygon Maker 64DD | Nintendo | ETC | JPN |
| | Picture Maker 64DD | Nintendo | ETC | JPN |
| | Conker's Quest | Nintendo | ACT | JPN/US |
| | FIFA: World Cup Edition | EA | SPT | US/UK |
| | ISS Pro '98 | Konami | SPT | UK |
| | UEFA Soccer | Ocean | SPT | UK |
| **July** | | | | |
| | NBA Basketball | Nintendo | SPT | JPN |
| **1998** | | | | |
| early | Centipede X | Midway | SHT | US |
| spr. | Jungle Emperor Leo | Nintendo | – | JPN |
| spr. | Ken Griffey Jr Baseball | Nintendo | SPT | US |
| spr. | Mission: Impossible | Ocean | ACT | US/UK |
| spr. | Robotech | Gametek | ACT | US/UK |
| spr. | Cruis'n World | Midway | RAC | US |
| wint. | Unreal | GT | ACT | US |
| | Attack! | Midway | – | US |
| | Body Harvest | Nintendo | SHT | US |
| | Buck Bumble | UbiSoft | ACT | US/UK |
| | Earthworm Jim 3D | Interplay | ACT | US/UK |
| | Extreme G 2 | Acclaim | RAC | US/UK |

| Game name | Publisher | Type | Country |
|---|---|---|---|
| Flights of the UN | Video Sys. | SHT | JPN |
| Golf | Nintendo | SPT | JPN |
| Grand Prix Race | Video System | RAC | JPN |
| Hybrid Heaven | Konami | ACT | US/UK/JPN |
| Jungle Emperor Leo | Nintendo | ACT | JPN |
| Kirby's Air Ride | Nintendo | RAC | JPN/US/UK |
| Legend of Zelda 64: Ocarina of Time | Nintendo | RPG | US/UK |
| Mortal Kombat 4 | Midway | FGT | US/UK |
| NBA Jam 98 | Acclaim | SPT | US |
| Pikachu Genki Dechu | Nintendo | ETC | JPN |
| Powerslide | Emergent | RAC | US |
| Quest 64 | THQ | RPG | US |
| Quest for Camelot | Titus | – | US |
| RoboTech: Crystal Dreams | Gametek | SHT | US |
| Sim City 2000 | Imagineer | SLG | JPN |
| Sim Copter | Maxis | SIM | US |
| Space Circus | Ocean | ACT | US/UK |
| Spooky | ICE | ACT | US/UK |
| Thornado | Factor 5 | SHT | US |
| Turok 2 | Acclaim | SHT | US/UK |
| Ultra Donkey Kong | Nintendo | ACT | JAP |
| V-Rally 64 | Ocean | RAC | UK |
| **No release date yet** | | | |
| 7th Legion | DMA/Epic | – | US |
| Blade & Barrel | Kemco | SHT | JPN |
| Bond Game* | Rare | SHT | US/UK |
| Buggy Boogie | Nintendo | RAC | JPN |
| Cavalry Battle 3000 | JSS | RAC | JPN |
| Creator | Nintendo | TAB | JPN/US/UK |
| Daikatana | Ion Storm | SHT | US |
| Dracula 3D (Castlevania 64) | Konami | ACT | JPN/US/UK |
| F-Zero X (add-on disk) | Nintendo | RAC | JPN |
| Freak Boy | Virgin | ACT | US |
| GEX: Enter the Gecko | Midway | ACT | US/UK |
| Ikazuchi no Goto Ku | Seta | TAB | JPN |
| Jack and the Beanstalk | Nintendo | – | JPN/US/UK |
| Joust X | Midway | SHT | US |
| Jikkyo Golf Tournament 98 | Konami | SPT | JPN |
| Kindaichi's Accident File | Hudson | – | JPN |
| Knife Edge | Kemco | SHT | US |
| Legion X | Hudson | – | JPN |
| Loderunner 64 | Bandai | ACT | JPN |
| Mother 3 | Nintendo | RPG | JPN |
| Paperboy 64 | Mindscape | – | US/UK |
| Puzzle Game* | Capcom | PUZ | JPN |
| Reason | Imagineer | – | JPN |
| Rugrats | T•HQ | ACT | US |
| Sim City 64DD | Nintendo | SLG | JPN |
| Space Jelly | Soft. Creat. | ACT | UK |
| Street Fighter 64* | Capcom | FGT | JPN |
| Super Mario 64 2 | Nintendo | ACT | JPN/US/UK |
| Super Mario RPG 2 | Nintendo | RPG | JPN/US/UK |
| Ultra Soccer | Acclaim | SPT | US/UK |
| VR Baseball | Interplay | SPT | US |
| Wetrix | Ocean | PUZ | US/UK |
| Wrecking Balls | Acclaim | PUZ | US/UK |

* working title

**KEY**

| | | | | | |
|---|---|---|---|---|---|
| ACT | ACTION | RPG | ROLE-PLAYING GAME | SHT | SHOOT-'EM-UP |
| FGT | FIGHTING GAME | SPT | SPORT | SIM | SIMULATION |
| SLG | STRATEGY | TAB | BOARD GAME | RAC | RACING |
| | | | | ETC | MISCELLANEOUS |

## TOP 5 IN THE UK

Source: ChartTrack

1. FIFA: RTTWC '98
2. DIDDY KONG RACING
3. SUPER MARIO 64
4. MARIO KART 64
5. GOLDENEYE 007

## TOP 5 IN JAPAN

1. PUYO PUYO SUN 64
2. DIDDY KONG RACING
3. BOMBERMAN 64
4. 64 O-SUMO
5. SUPER MARIO 64

## TOP 5 IN THE USA

Source: VidTrac

1. GOLDENEYE 007
2. MARIO KART 64
3. SUPER MARIO 64
4. DIDDY KONG RACING
5. NFL QUARTERBACK CLUB '98

## TOP 5 IMPORTS

Source: Project K

1. YOSHI'S STORY
2. DIDDY KONG RACING
3. GOLDENEYE 007
4. WCW vs NWO WORLD TOUR
5. DUKE NUKEM 64

N64 MAGAZINE

## Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

**1** → **The Legend of Zelda 64** Nintendo Japan: April UK: TBA

**2** → **F-Zero 64** Nintendo Japan: June UK: TBA

**3** ↑ **Castlevania 64** Konami Japan: Late '98

**4** NEW! **ISS Pro '98** Konami Japan: June UK: June

ISS64 shown

**5** ↓ **Banjo-Kazooie** Nintendo Japan: April

**6** → **1080° Snowboarding** Nintendo Japan: Feb UK: TBA

**7** → **Hybrid Heaven** Konami UK: TBA

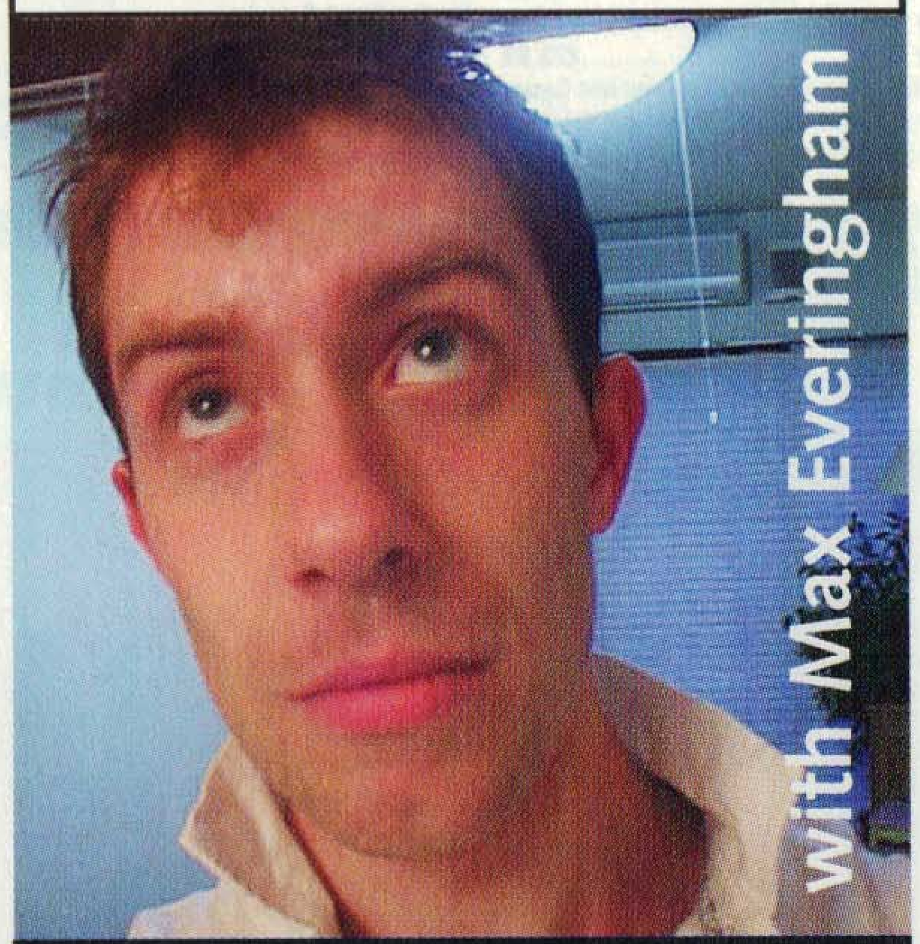
**8** NEW! **Mother 3** Nintendo Japan: TBA

**9** → **Super Mario RPG 2** Nintendo UK: TBA

**10** → **Jungle Emperor Leo** Nintendo UK: TBA

**Bubbling Under:** *Super Mario 64 2* (Nintendo), *Snobow Kids PAL* (THE), *Pikachu Genki Dechu*

日本製



with Max Everingham

## MADE IN JAPAN

"Get on your bike", we told our man in Japan and that's exactly what he did. In the arcade. In Tokyo. And that's because he's dedicated to bringing you all the very latest news from the Japanese gaming fraternity. No matter what it takes.

# Easy rider

## This month, I've returned to the jungle that is the Tokyo arcade scene:

## SEGA

### Motor Raid

This new offering from the race masters, Sega, features a double unit with motorcycle mock-ups for the player to perch upon, replete with brake, accelerator, and two buttons on the throttle (one to punch, the other to kick).

The usual 200 yen mounts your alter-ego on futuristic, Akira-style bikes, with which you negotiate twisting, jumping tracks à la *Wipeout* and *Extreme G*. Fixed handlebars mean that you must bodily swing the bike over to make the turns, which would be hard enough, but then you've got the other chaps to deal with and they, for some reason or other, want you dead. Cue the ability to wield devilishly-large weapons (a clawed

glove, scythe-like thing, etc.) which you can wave in a friendly manner towards fellow racers when you draw level. Direct hits result in bilious, fission-like waves of electricity which are actually pretty exhilarating when you pull off. I was expecting to be very underwhelmed with this one, and indeed it is very short – championship mode means that if you finish in the top three you continue to the next race, but the time limits are very tight. It is, however, very, very fast and tremendous fun.

### Harley Davidson & L.A. Riders

Sling it low to the ground and cruise the streets of Los Angeles on your very own mock-up Hog. Even better, make a personal statement and choose any of five models, complete with engine sounds sampled from the real McCoy. This new cabinet from Sega may make the player look a little silly sitting there nearly on the floor, but it's all in the name of authenticity: unlike other bike games (the inert replicas in '*Motor Raid*' for example) the whole bike moves with the action, whilst speakers mounted inside the actual machine give the game a shake, rattle and roll as unique as the road warrior it's modelled on.

### Le Mans 24

Not tired yet of hearing about new arcade racers with a twist? Good, because this one from Sega allows you to select a night or day run (although it gets progressively darker as you race anyway – at least it did when I played

it) and that's about it. For your 200 yen, Sega brings you its trademark racing experience, housed in a two-unit cabinet (although there are often two machines side by side, allowing a total of four challengers). The picture is of the 'debut' machine, hot off the press. In play, my impressions were the same as with all Sega racers – excellent, detailed graphics, nice force-feedback through the wheel, but little sense of speed and no immersion. I found it to be sluggish on turns and too easy to oversteer. Maybe I've just driven the wrong cars, but to my mind, the handling is simply unrealistic.

### Water Ski

Does exactly what it says on the box. And not much else. Not innovative or terribly exciting. Sega, we love you, but we've seen enough variations on the water-based racing game for at least the next two centuries. That's despite the usual jumping through hoops (figuratively) against a time limit and the (deep breath) new 'Slalom and jump action', which turned out to be very tame, really. Sorry. It's a simple rework of your *Alpine Racer* game isn't it? Go on, you can tell us.

## Chart news

This month's runaway success in Japan is Capcom's '*X-Men vs Street Fighter*' for Sega's console, far outstripping the sales figures for its competitors (double that of Sony's best seller and treble the figure for *DKR*, for the N64). The Japanese market has always been a bit of an enigma, living as it does in symbiotic harmony with the anime industry and thereby confounding less acclimatised Westerners. Still, here's a game without any of the 3D bells and whistles many deem prerequisites to next-gen gaming, yet it's running away with the gold. With nine of the top ten games in both the Saturn and PlayStation charts being simulation or RPG/adventure titles, and 70%, at the very least, of all software sales attributed to these genres, you'll appreciate just how important it is for Nintendo to follow suit as quickly as possible. Not 'copy', mind you: I don't think anyone would want to see the N64 stooping to mimic its less impressive counterparts, but rather innovate and expand upon the genres, bringing the mechanized suit, sim and RPG brigade on a league or two. A job for Nintendo's new voice-recognition system, perhaps?

## Nintendo Space World '97 giveaway

Our friends over at Nintendo PR have rummaged around in the high-security special promotions area at Kyoto HQ and come up with three exclusive Space World '97 posters to give away to **N64** Magazine readers. You may have seen these on display in some of the pictures of the show report – now here's your chance to snap one up for your bedroom wall and be the envy of memorabilia collectors the world over. The posters feature Zelda, Yoshi and the lovely if diminutive Pikachu, along with some deliciously indecipherable Japanese script that'll fox your mates, while you stand there knowingly smug (we'll give you the translation). All you have to do is send us a poster already stuck on your wall that you want to get rid of.

# TAITO

## Final Furlong

Cashing in on the astounding popularity of horse-racing games on other consoles, this rocking horse for adults features not-nearly-lifelike unreplicas of our equine buddy. The arcade-box authenticity ticket has resulted, this time, in a rather unfortunate play mechanism which requires the hapless player to, simply put, rock back and forth, to gee up their gee-gee. So you look like a fool. And perhaps in recognition of the spectacle you are making of yourself, Taito have incorporated a friendly horse head icon which pops up and tells you when you're rocking too fast! So you can calm down a bit and save a modicum of self-respect, presumably.

There are notices pinned all over the cabinet in Japanese – and they say:

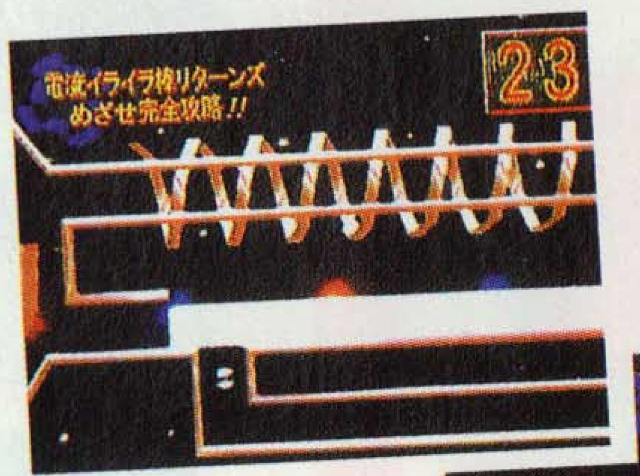
1. If you're not playing the game, don't sit on the horse!
2. Use the buttons near the front of the horse to use the crop (we think!)
3. This is a brand-new game. Too much excitement for us to bear.

# AN ENGLISHMAN IN TOKYO

## Quality *and* quantity? Whatever next...

**Well, the release of N64 software has now outpaced even my (admittedly voracious) appetite for snapping them up and spitting them out. I've gone from justifying one or two new games a month to myself, to having to explain why I want five or six to the wife. And she's not as understanding as I am. Keeps saying we have to eat, wear clothes, that kind of nonsense.**

In a perverse kind of way, I'm glad it happened, though. Whether we agree with Nintendo's stated policy of quality over quantity or not, gamers in Japan are accustomed to new games arriving by the truckloads, not by a single valiant knight on horseback. So to speak. So, however shiny and impressive a new N64 game is when it ships, until now it's still been a bit of a lone voice in the wilderness. And with the heralding of 'Dural', Sega's new 64-bitter, the meter is running. Hurrah, then, for N64 choice AND quality! We'll soon be able to use impressively-long words to describe the library of available N64 titles: words like 'extensive' and 'comprehensive', for starters.



Speaking of new releases, *Denryu IralraBou*, that electric baton-guiding game we mentioned in a previous issue of **N64** Magazine, has found critical acclaim here in the country that bases an entire TV series on the apparently-simple challenge. It seems that the N64's controller has come up trumps again. The 3D stick, say the aficionados (look, for a million-yen bonanza prize, I'd get involved too), is indeed a perfect mimic of the stick you use in the real thing. As hoped, Hudson have captured all the pressure and heart-stopping tension the original game creates, as all the early testers confirm. One player-reviewer, a Mr. Iwamoto, reports 'the analogue stick is great for subtle, tricky movements. Although it's a really simple concept, it's actually a very deep, involving gaming experience'. And no, I didn't just make that up.

## LEARN JAPANESE

PART 8

**And if you need a few expressions to yell when you're on your bike, help is at hand:**

**Ei!** = Take that!

えい！

**Itai!** = Aaarrrgh!

いたい！

**Orto bai** = Motorbike

オートバイ

**Ii ortobai da na** = Nice bike!

いい　オートバイ　だな

**Yamete! Yasuri sugi** = You're rocking too fast! Slow down!

やめて！　揺すり過ぎ。

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

# N64 ARENA

## WCW vs NWO WORLD TOUR

GO TO PAGE 32

Muscles ripple as massive blokes shove each other.

Skiing, skating, sleighing, snow, shivering... it's all in here. To what effect?

GO TO PAGE 40

## NAGANO WINTER OLYMPICS

# N64 ARENA

N64 MAGAZINE STAR GAME

## Guide to scoring

*Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.*

**85% and above** — *Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*

**84% – 70%** — *The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*

**69% – 50%** — *We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*

**49% – 20%** — *Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*

**19% – 0%** — *Unfortunately a couple of these monstrosities have fallen into our laps. As promised, we have punished them ruthlessly and we will continue to do so.*

# IMPORT ARENA

The games they're playing in America and Japan.

We won't see this in the UK for a couple of months, so what's the Japanese cart like?

## YOSHI'S STORY

GO TO PAGE 44

## HOW IT WORKS

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end, no matter how hard it is. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with useful information and hard-won secrets.

### What those categories mean

**9 VISUALS**

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

**9 SOUNDS**

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

**9 MASTERY**

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

**9 LIFESPAN**

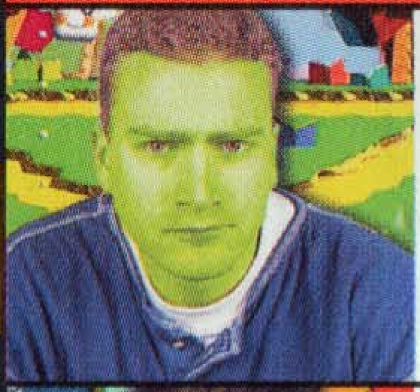
At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

**VERDICT**

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

### Team 64

*Cripes. We appear to have become chromatically divided, rather like Yoshi.*



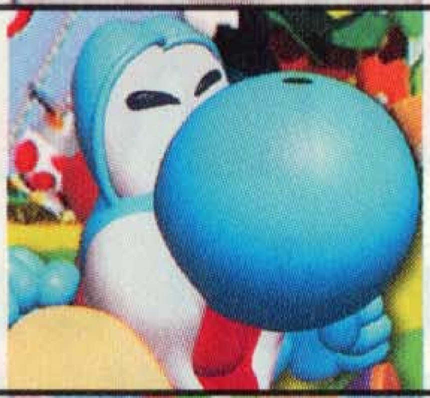
**Jonathan Davies**
*Jonathan really, really wanted to review Yoshi's Story this month, but James deviously arranged for it to be sent directly to the Ashton residence.*
*Game of the month:* Snobow Kids

**Andrea Ball**
*Andrea had been labouring late into the night on our cover when she finally fell asleep, face down on it. And the purple ink wouldn't wash off.*
*Game of the month:* Tamagotchi

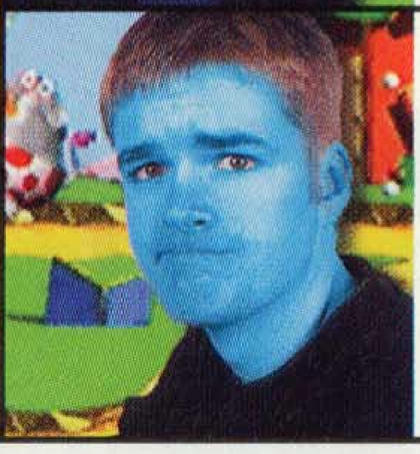
**Wil Overton**
*"Crghchchrgh!" spluttered Wil as, in a desperate attempt to stem the flow of mah jong anecdotes, we grabbed him round the neck and shook him.*
*Game of the month:* Mystical Ninja

**Paul Jarrold**
*"I've been practising all weekend," claimed Paul, "and I can safely say I'm no longer crap at Mario Kart." James then beat him 12-0, embarrassingly.*
*Game of the month:* Aero Gauge

**James Ashton**
*Our Dep Ed has been trying to remedy his deathly pallor using a cheap lotion. Rather too cheap, by the looks of it. "What do you mean?" protested James.*
*Game of the month:* Yoshi's Story

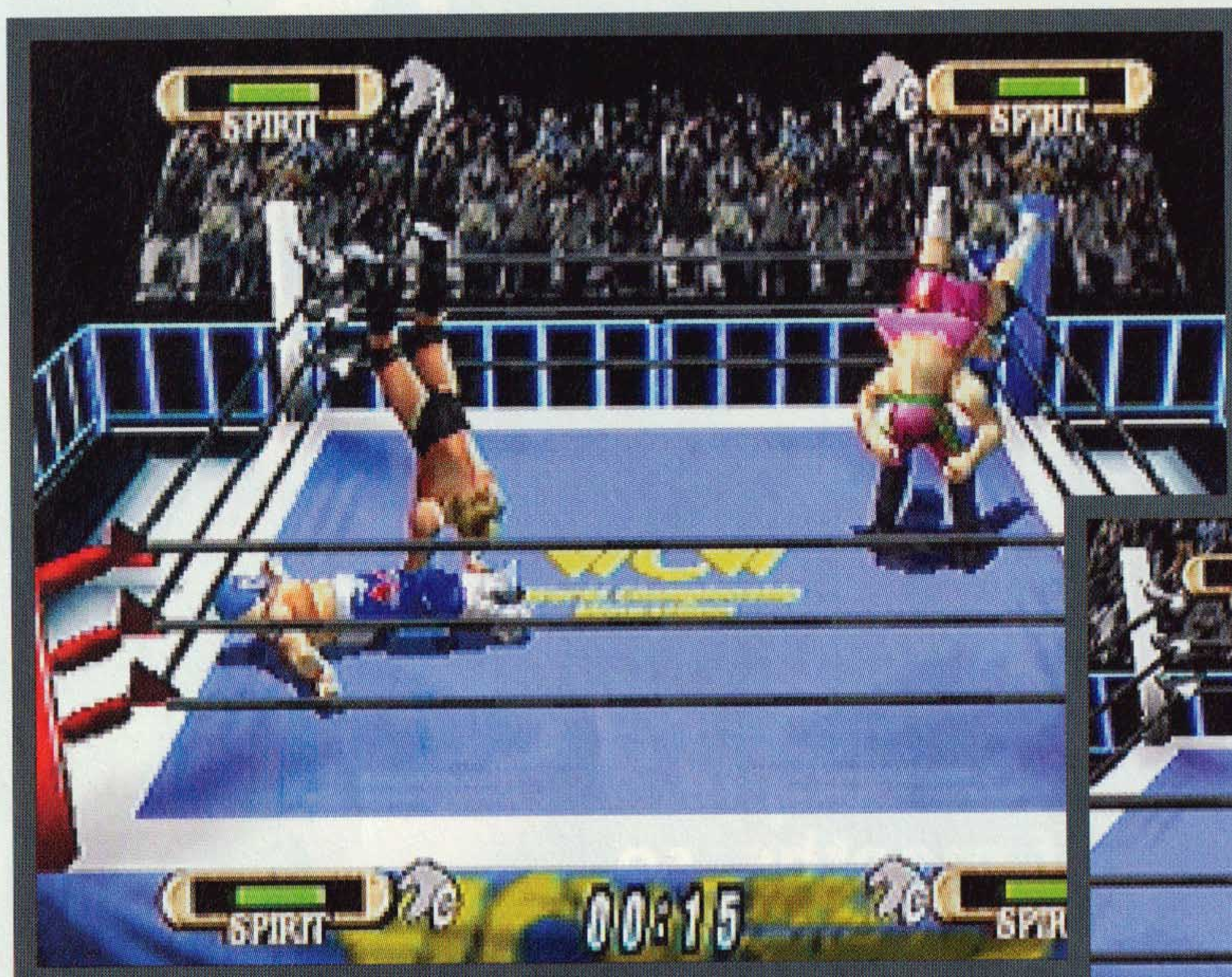


**Jonathan Nash**
*Jonathan is unusually susceptible to contextual influences, and therefore transmuted completely into the blue version of our dino-chum. Corks.*
*Game of the month:* Tamagotchi

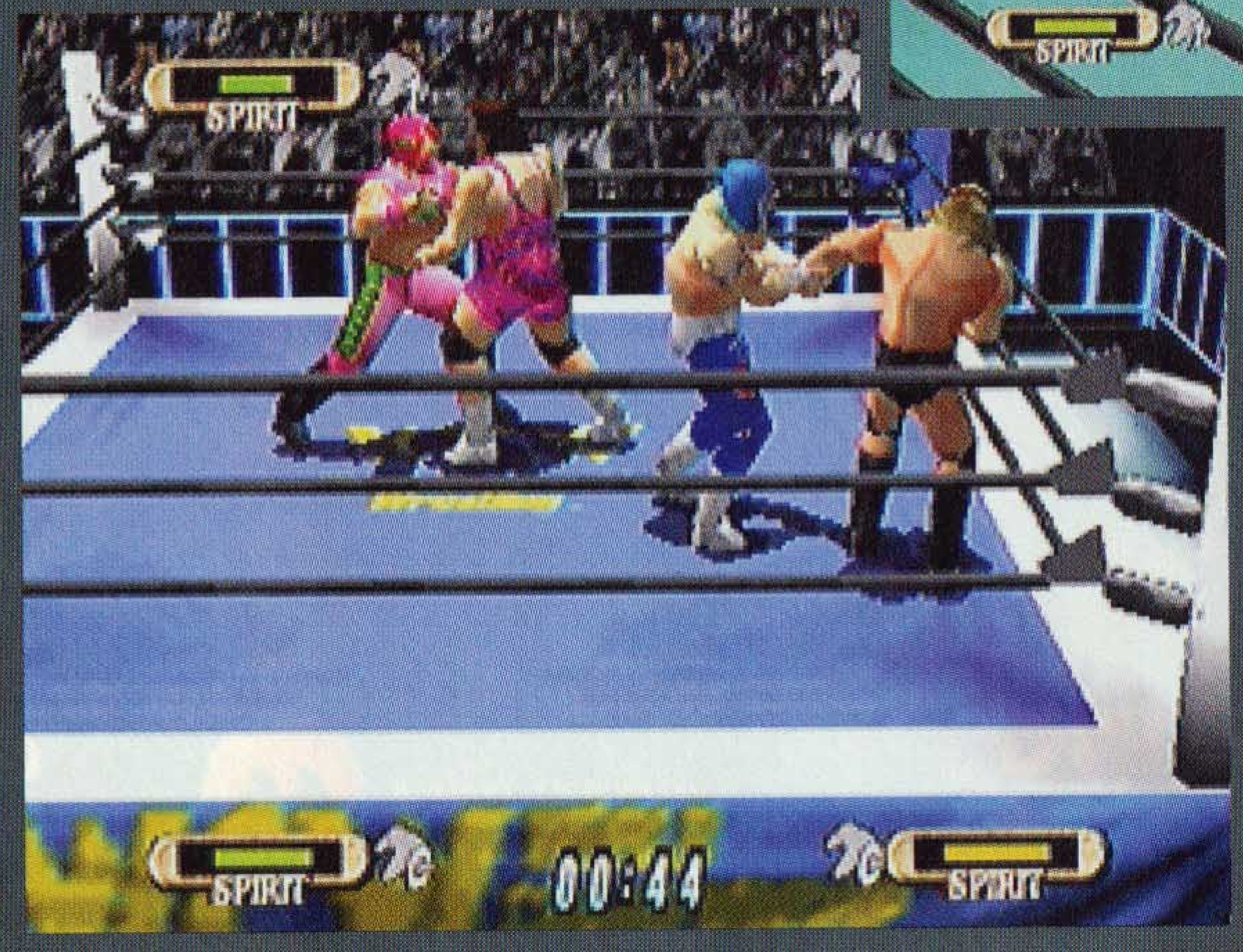


**Tim Weaver**
*Tim said so many rude words as he was playing WCW vs NWO that we had to make him go and stand outside in the cold. Without first getting his coat.*
*Game of the month:* WCW vs NWO

**Dean Mortlock**
*New boy Dean might be a bit green around the gills in* **N64** *Magazine terms, but he knows his beat-'em-ups. So we gave him two of them.*
*Game of the month:* Art of F-ing



Being honest, that's going to smart a bit around the midriff, is it not?




A Battle Royale, this – and what an occasion! Whilst Ultimo Dragon is dispensing head-style, Lex Luger gives a bit of knee.

But, then, such is the unpredictability of wrestling, that Luger and Ultimo are suddenly on the end of some payback. Nasty.

**Ever since ITV gave up on Giant Haystacks and Big Daddy at the beginning of the Eighties (and millions of armchair grannies shed a wrinkly old tear), British wrestling's fandom has had to turn its attention to America. Thankfully for all involved, the processes of administering a sharpish plug to the ear remains the same.**

Over the years, though, American wrestling has shown itself to be a far glitzier alternative. Whereas Ric Flair fought for $1 million prizes in the mid-'80s, Big Daddy fought for a sausage sandwich, some cheese and onion crisps and a pint of Guinness. Hulk Hogan has his own TV show. The closest Giant Haystacks ever came to that sort of stardom was a brief appearance on Blue Peter.

And so, whilst good old British toilers like Haystacks and Daddy-o have been long since laid to rest, American wrestling has gone from strength to strength, even barging its way into Sky's prime time schedules. And, in *WCW vs NWO*, the N64's latest PAL conquest, you've got a chance to be part of that. (Lucky old you.) But is this leotard-heavy fist-bash a timely 64-bit fighter or tarted-up ballet for fat blokes?

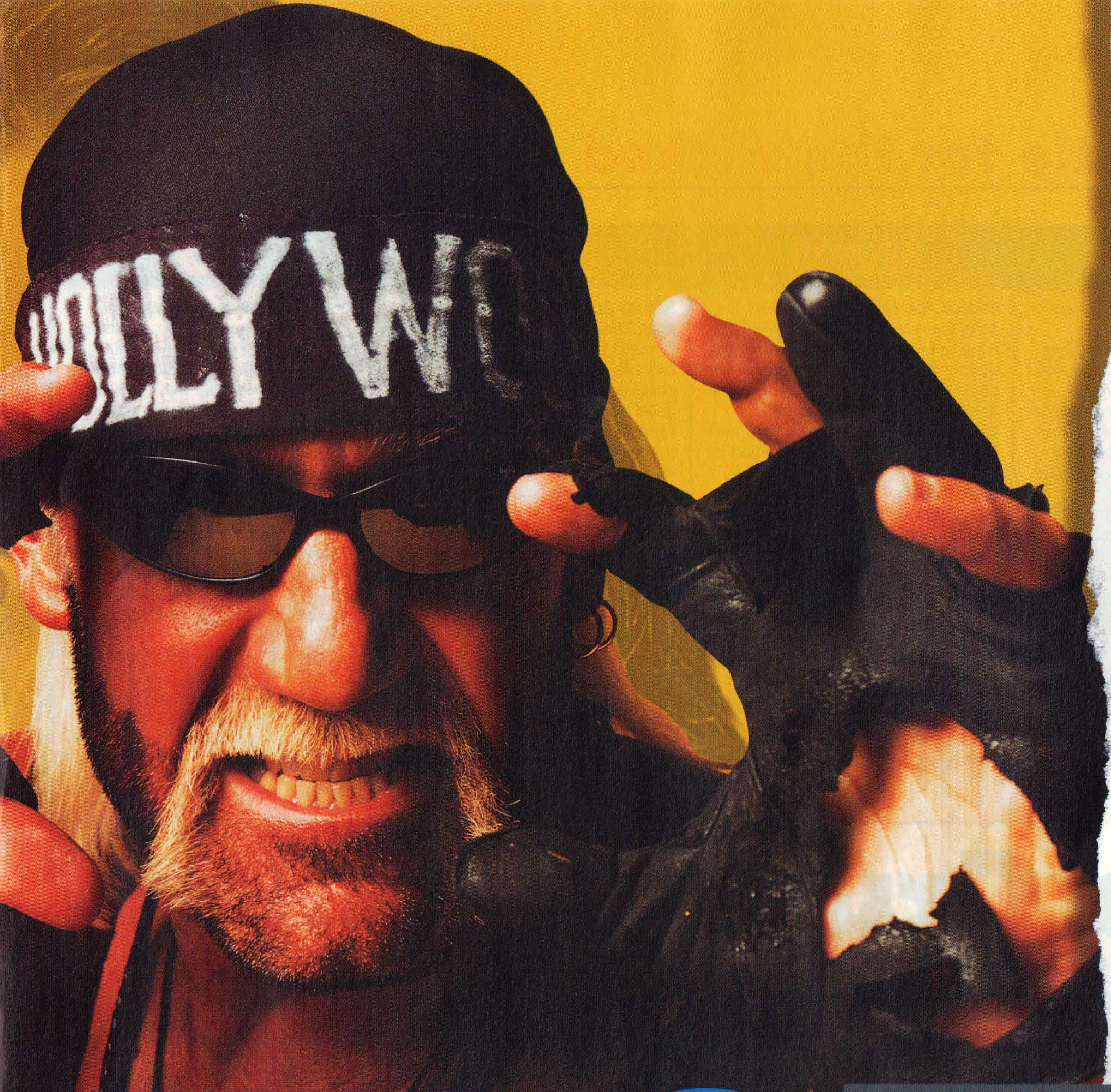
Morish or borish, that is the question.

GO! GO!

# WCW VS WORLD TOUR

## Pants! Leotards! Bandanas! Growls! "Hollywood" Hulk Hogan! Yep, wrestling's come to the N64. Which is, you know, *nice*...

| WCW vs NWO: WORLD TOUR | | | |
|---|---|---|---|
| T•HQ | | | |
| Out now | 64M | | 1-4 |
| | Controller Pak | Cartridge back-up | Rumble Pak |
| £55 | | | |



# NWO

### WHINES AND SPIRITS

As well as a dose of your best physical aggression, wrestling also calls on your deepest reserves of mental prowess. So, when taking part in a concentrated bout of fisticuffs, just keep half an eye on that narrow bar in the corner of the screen. This is your Spirit Meter and, as such, gives an idea as to how your mental state is shaping up.

It'll start off green but, depending on how you fare in the ring, could dip down to blue or up to red. When it's blue, your moves and reactions are slower and less effective. This situation normally arises when you're getting kicked into the ground by an opponent. However, when it surges up to red, your wrestler is feeling inspired and everything he does will reap bone-breaking dividends.

One thing to look out for: when things are going *really* well, your Spirit Meter will flash up the word 'Special'. This means, by holding the A button and waggling the analogue stick, you can pull off one of two special moves, either to the front or rear of your opponent. This is often the best way to finally get rid of a nigglesome opponent.

△ Don't EVER get back into the ring like this. Never turn your back on an opponent! Never!

◁ Ric Flair (in the groovy red gear) receiving a neck massage. Old age doesn't come gracefully, does it?

# No wrestle for the wicked

WCW? NWO? DOA? IU? Eh?

## WCW

***Stands For:*** World Championship Wrestling.
***Info:*** Originally formed in 1948 as the National Wrestling Alliance and rattled along, playing to biggish audiences, before buying competitor league the UWF in 1987. And then the whole shebang was bought by Ted Turner, the rich American fatcat who owns news network CNN, a year later. In 1990 it became the WCW, at which point it was playing to live audiences of 20-25,000.
***Representative:*** Multi-award winning, lank-haired, I-look-like-your-Dad party animal Lex Luger. His pants have the American flag on them.
***Nugget:*** Rick Steiner is known as the "Dog Faced Gremlin" and when he finishes off an opponent he shouts, in a very loud voice, "Steinerised!" Then woofs. No, really.

## NWO

***Stands For:*** New World Order.
***Info:*** Every wrestler in the NWO used to be part of the WCW but got tired of making tonnes of money for other people (or something) and left to set up their own organisation. Now, they train hard, work hard and (wretch) play hard. Their ambition is to completely take over the WCW. Some people want to become astronauts, some want to take over the NWO. Each to his own, eh?
***Representative:*** "Hollywood" Hulk Hogan. Star of Thunder in Paradise and the crackingly witty space adventure Suburban Commando. Great.
***Nugget:*** When Hulk Hogan beat the Giant in Hog Wild '96 to win the WCW World Title in 1996, he took the belt and used a can of spray paint to rename it the NWO World Heavyweight Title. Whaddaguy.

## DOA

***Stands For:*** Dead or Alive.
***Info:*** Despite mostly heralding from foreign climes, the wrestlers of the DOA liken themselves to the outlaws of the Old West for no good reason other than they can. As fighters, most of them have done the business in pit fights and death matches, so they're a grizzled old bunch and, now, they've set up home in America, where they're waiting to be discovered by the Department of Immigration and sent home.
***Representative:*** Sumo Jo. He's Japanese, he's in America, what does he call his signature move? Pearl Harbour. Yeah, *subtle*.
***Nugget:*** Saladin used to be Afghanistan's top Secret Service agent and was once told to assassinate Mikhail Gorbachev. Hmm. Of *course* he was.

## IU

***Stands For:*** Independent Union.
***Info:*** The IU are a group of blokes who answer to nobody, and fight how they want. And that fighting is... dangerous! Like the DOA, they're mostly foreign and clad in mysterious histories but, as fighters, they can prove worthy enough opponents, with a good few of them padded out around the belly, perfectly protecting themselves from midriff-style attacks.
***Representative:*** Black Ninja, who has only spoken once in his life. And that was to order some chicken chow mein and egg fried rice at the Bamboo Garden.
***Nugget:*** The Claw claims to be hundreds of years old and reckons he was born in Siberia in 1064AD. And then he woke up.

# Top Grunts

**Look at all these wrestlers. Look at them! All different, all breathtakingly talentless and all fat. But how do you determine your Buff Bagwells from your Shaolins? And who would have who in an all out fight frenzy to the death? Grrrr...**

### *Collect them all!*

**That's right! For this month only, be the envy of your friends with *all* the cards!**

## WCW *World Championship Wrestling*

### LEX LUGER

***Profile:*** Well-respected father figure who you'd think would be more at home with a pipe and slippers and some Antiques Roadshow tapes than life-or-death spinal chord snappage. But choose Luger and you've got an honest toiler, the sort of wrestler who'll *always* come up with the goods, bald patch or not.
***Favourites:*** Torture Rack (Special, rear); Dynamic Bomb (hold A, Down and B).
**Grrr Factor:** 8/10

### STING

***Profile:*** Livewire weirdo who carries a baseball bat round with him so he can whack people at will. His face paint makes him look like The Crow and, ironically, because he hardly ever speaks, when he does, he sounds a bit like a squawking old bird. Big, cumbersome, difficult wrestler. An absolute winner *outside* the ring.
***Favourites:*** German Suplex (Special, rear); Scorpion Death Lock (grab legs, tap A).
**Grrr Factor:** 9/10

### GIANT

***Profile:*** 25-year-old seven-foot freak Giant was the youngest ever wrestler to win a WCW competition when he triumphed at the WCW World War 3 and it's easy to see why. He's a bit slow and stinks of parmesan but has two devastating specials and, once in control, is one of the quickest finisher-offers in the game.
***Favourites:*** Choke Slam (Special, front); Ham Bone (Up and tap B when close to opponent).
**Grrr Factor:** 9/10

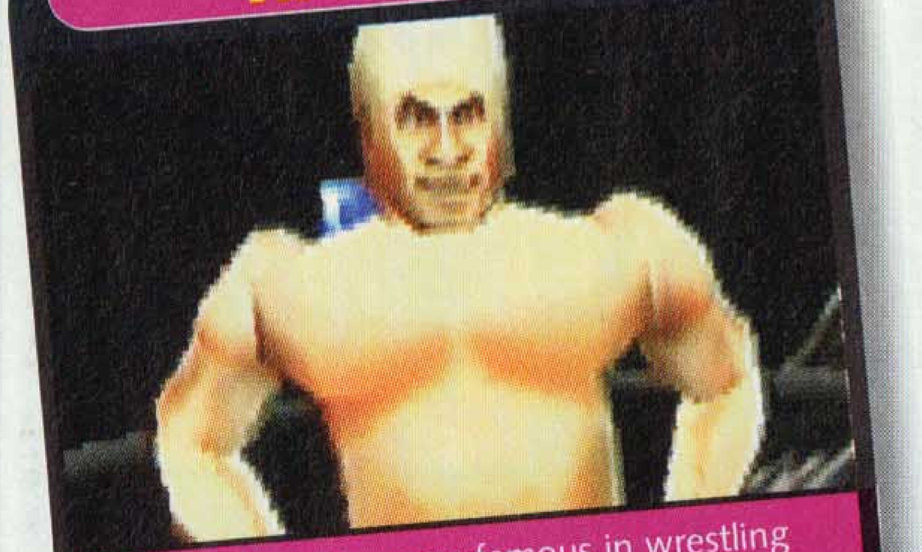
### SCOTT STEINER

***Profile:*** Impressively average wrestler Scott Steiner has never won anything but continues shouting "Pulverised, tenderised, Steinerised!" at regular intervals nonetheless. His belly is huge and can be used to barge opponents (especially when coming off the ropes) but get a few hits in on him and he takes ages to recover.
***Favourites:*** Grapple Doctor Bomb (Special, rear); Ricky Kick (Up and tap B).
**Grrr Factor:** 4/10

### RICK STEINER

**Profile:** Dog Faced Gremlin looks exactly like his brother except for a beard which he draws on with a marker pen. He also wears a dog collar and head gear to prevent his neck and ears from falling off. He's a slightly better all-rounder than his brother but both Steiners come into their own when teamed together in Tag mode.
**Favourites:** Power Bomb (Special, front); Power Slam (A, Down, Up and tap A).
**Grrr Factor:** 5/10

### RIC FLAIR



**Profile:** Flairy is super-famous in wrestling circles having clocked up 13 world championships and more pants than Marks and Sparks. Bizarrely nicknamed 'Nature Boy' for some reason, he continues to battle it out for the WCW and, as a wrestler, is perfect for the first-time player, thanks to a tidy blend of specials and grapples.
**Favourites:** Sucker Punch (Special, front); Manhattan Drop (hold A, Down, Up, hold A).
**Grrr Factor:** 7/10

### ULTIMO DRAGON

**Profile:** Born in Japan, raised in Mexico and now living in America, Ultimo Dragon is the only wrestler to have ever held nine belts at the same time. He might look ludicrous, but apart from some apocalyptic halitosis he's a great wrestler and all-round good guy, particularly when it comes to kicking and using the ropes.
**Favourites:** La Mahistral (Special, rear); Tombstone (hold A, then Down, then A).
**Grrr Factor:** 8/10

### DEAN MALENKO

**Profile:** Coming from a wrestling family (his Dad, Boris, battled it out in the NWA in the '60s), Deano knows a thing or two about mat-based grappling. So when opponents are on the floor, Malenko is unstoppable with attacks oozing from his every crevice. Not spectacular, but top notch at the basics.
**Favourites:** Tiger Suplex (Special, rear); Small Package Press (hold A, press Down and B).
**Grrr Factor:** 7/10

### EDDY GUERRERO

**Profile:** Eddy, or Eds as his friends like to call him, originates from El Paso, Texas and stakes claims to being hotter than a rattlesnake in the sun. Presumably, though, he doesn't bite his opponents and poison them with a deadly venom. His textbook aerial attacks are well documented and this is the best way to make use of him.
**Favourites:** Frog Splash (down when opponents' floored); DJ Bomb (Special, front).
**Grrr Factor:** 7/10

### REY MYSTERIO JR

**Profile:** Cruiserweight champion Mysterio is the most acrobatic of the WCW wrestlers, leaping about the ring like he's experiencing a nasty ferret incident. It's a ploy, though, that works a treat with many of his leap-friendly moves tearing into opponents' Spirit Meters. He's also good off the ropes. And has a nice mask.
**Favourites:** Hurricanrana Pin (hold A, Down and B); Power Jack (Special, front).
**Grrr Factor:** 8/10

### CHRIS BENOIT

**Profile:** Chris, nicknamed the 'Crippler' because when he's losing he pretends to be an invalid, has quickly earned the respect of his fellow competitors through a stand-up routine he learnt from Cornish funnyman Jethro. He's one of the quickest wrestlers around and his moves, when piled together, are some of the most devastating.
**Favourites:** Boston Crab (move near legs, tap A); Full Nelson Suplex (Special, rear).
**Grrr Factor:** 8/10

### STEVEN REGAL

**Profile:** After a fan told him he "stank of poo and wee", Steven Regal opted to shun all followers, telling his fellow wrestlers that being the best grappler in WCW was his birthright. It hasn't won him many friends but luckily he had very few before. In all honesty, one of the worst fighters in the game. Regal? Retard!
**Favourites:** Regal Stretch (move near legs and press A); Power Bomb (Special, front).
**Grrr Factor:** 4/10

## NWO New World Order

### 'HOLLYWOOD' HULK HOGAN

**Profile:** Undoubtedly the most famous wrestler in the world, Hulk (real name: Sparutin) has earned every major accolade in the book, including 'Actor Most Like Chipboard' for Suburban Commando. Now 74 years old, his moves are as deadly as ever and his moustache now houses rare South American lizards. Nice bloke.
**Favourites:** Choke Hold (Special, front); Headlock Punch (tap A then hold A).
**Grrr Factor:** 9/10

### "STING"

**Profile**: Not to be confused with the real Sting who turns out, of a Sunday, for the WCW, "Sting" (note the speech marks) is actually the wrestler who used to be Cobra. However, in a hilarious turn of events, "Sting" decided to rename himself to take the mickey out of the real Sting. Much laughter ensued. Also called "Stink".
**Favourites:** Camel Clutch (move near head then A); German Suplex (Special, rear).
**Grrr Factor:** 4/10

### BUFF BAGWELL

**Profile:** Bagsy was the WCW's golden boy for years, clocking up the Rookie of the Year and World Tag Team titles in his time. But then, as suddenly as he'd changed his name from Marcus to, erm, Buff, he joined the NWO. A controlled, hard-as-nails wrestler with a good fisherman's net full of moves. One of the best.
**Favourites:** Grapple Doctor Bomb (Special, rear); Manhattan Drop (hold A, up, A).
**Grrr Factor:** 8/10

### ERIC BISCHOFF

**Profile:** After working as Vice President for WCW, Eric all-of-a-sudden packed it in to join the NWO. Famously, he wears jeans and a T-shirt to every bout, furiously denying rumours that this is because he has two wooden legs. An oldie but a goodie, Eric's moves are solid and, as an all-rounder, the NWO hasn't better.
**Favourites:** Sneaky Sleeper (Special, rear); Face Rake (tap A, then Up and A).
**Grrr Factor:** 7/10

GO! GO!

## SCOTT NORTON

**Profile:** Renowned for his love of Chaucer and French impressionist painting, Norts was once mistaken for a beached whale, tranquillised and put into San Diego Zoo, only being discovered when the relevant authorities realised whales couldn't speak English. He's slow but an experienced player can make expert use of his face-breaking moves.
**Favourites:** Dragon Sleeper (move to head, tap A); Back Drop Suplex (Special, rear).
**Grrr Factor:** 6/10

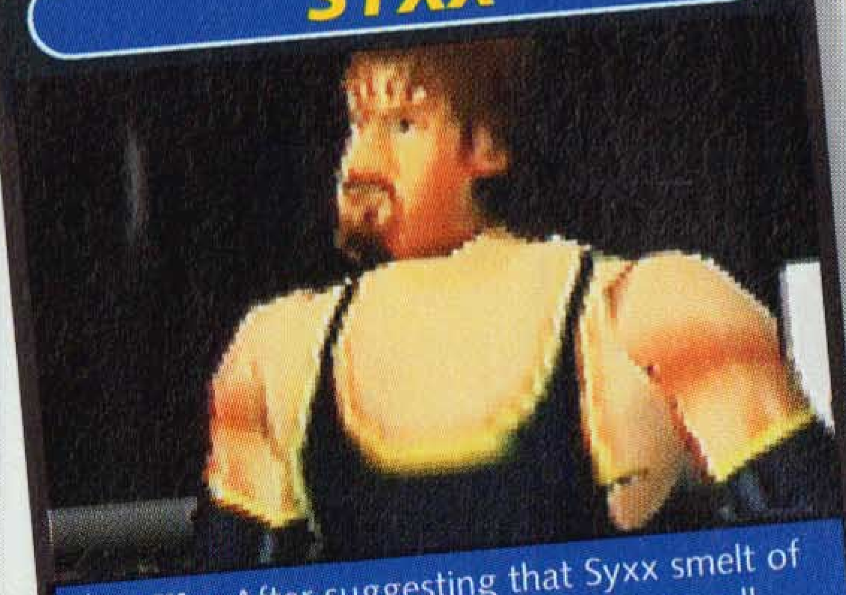
## KEVIN NASH

**Profile:** One of the founder members of the NWO, Nashie apparently has a keen sense of humour, having first suggested to Hulk Hogan that acting might be a good idea. He's also supposed to be highly intelligent, so wrestling (where you hit people in the face) just seemed like a natural direction to take. A top quality grappler.
**Favourites:** Jackknife Power Bomb (Special, front); Haymaker (Up and hold B).
**Grrr Factor:** 8/10

## SCOTT HALL

**Profile:** Listen to this: "He's power, he's pizzazz, he's Scott Hall!" That's Scott Hall's tag line. Best to keep that one quiet, eh? Hall was actually the bloke who first came up with the idea of the NWO, originally wanting the words to stand for "Nice Wrestling Organisation". As a fighter he's powerful and doesn't shave much.
**Favourites:** Outsider's Edge (Special, front); Eye Gouge (Tap A, down then hold A).
**Grrr Factor:** 8/10

## SYXX



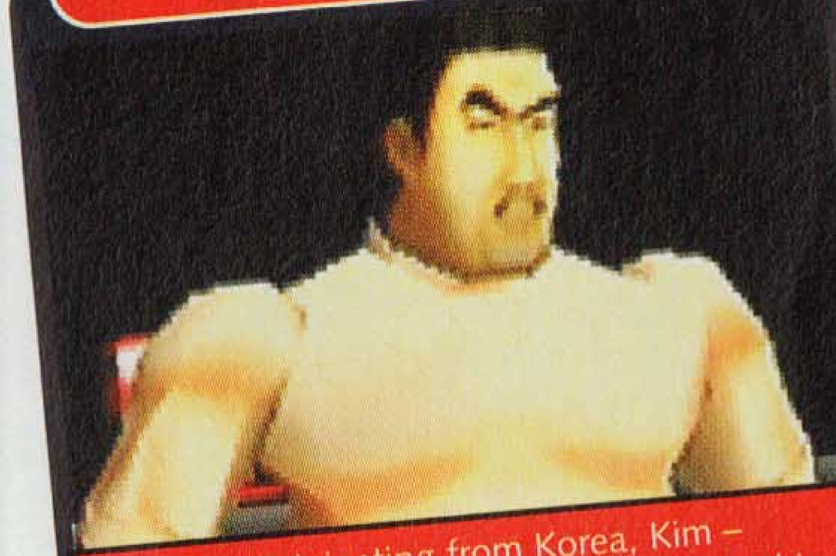
**Profile:** After suggesting that Syxx smelt of vomit last month we received a phonecall from his manager telling us that, if we said it again, he'd sack our ass. So, instead, we'll talk about how Syxx has a black belt in Tae Kwon Do and Technical Lego and specialises in spin-kicks. And he's best mates with Chuck Norris. Something to be proud of.
**Favourites:** Standing Buzz Killer (Hold A); Spinning Leg Drop (Up, hold B).
**Grrr Factor:** 7/10

# DOA — Dead or Alive

## SUMO JO

**Profile:** Japanese Jo was the most feared wrestler to ever emerge from the Far East, having dispatched every opponent that ever challenged him. His fighting style is unique: if his hands aren't doing the business, he machine guns his opponents to death and back. A deadly, ferocious wrestler and a tireless campaigner for the RSPCA.
**Favourites:** Pearl Harbour (tap A, down and B); Killer Karate Kraze (Special, front).
**Grrr Factor:** 8/10

## KIM CHEE



**Profile:** Originating from Korea, Kim – nicknamed Chee Chaw Margery Daw by his peers – is a veteran of pit fighting and Death matches. His fighting style is akin to that of a small field rodent and, at 6' 9", he's officially the tallest man in his house. His fighting style is erratic but effective and, though he looks fat, he only weighs two stone.
**Favourites:** Korean Crush (hold A, down and B); Mun Doo Mash (Special, rear).
**Grrr Factor:** 7/10

## BLACKHEART

**Profile:** A native American – whose Indian name is 'Tango, Tango, Alpha, Lima, Foxtrot' – Blackheart learnt his trade the hard way: by crushing one hapless opponent after another. He joined the DOA when his teepee blew up in a freak ballooning accident and now has houses in Dallas, New York, Lake Michigan and Moss Side.
**Favourites:** Blackheart Back Bomb (Special, front); Desert Whip (move near legs, tap A).
**Grrr Factor:** 7/10

## PUCHTECA

**Profile:** Oddly named Puchteca hasn't won many friends thanks to his cold, calculating fighting style, which combines the best of Brazilian *capoeira*, Mexican *manos de muerte* and French *saucisson de vin*. He's a blistering wrestler, perhaps the best in the DOA, and has been known to sport purple pants in public.
**Favourites:** Flauta Flip (hold A, up and tap A); Mexican Death Drop (Special, front).
**Grrr Factor:** 9/10

## HANNIBAL

**Profile:** After giving up the A-Team, Hannibal joined the DOA as a crack commando, pulverising opponents with his makeshift fighting style that often involved making death traps from a small piece of cheese and an empty can of Castrol GTX. He just loves it when a plan comes together.
**Favourites:** Flying Leg Enforcer (hold A, down and tap A); Crash Test (Special, front).
**Grrr Factor:** 6/10

## POWDER KEG

**Profile:** Perhaps the fattest man in the world, Powder Keg comes from Kentucky and lists his hobbies as bone breaking, head smashing and Airfix. Famously, his feet are so big that he has to wear clown's shoes, but don't let that fool you. Powder Keg answers to no one! Except his Mum who he still lives with. He is 47.
**Favourites:** Moonshine Suplex (hold A, up and B); Good Ol' Bomb (Special, front).
**Grrr Factor:** 7/10

## DIM SUM

**Profile:** Despite his name, Dim is not stupid. Indeed, this Chinese export has an IQ of 147 and was once trained as a government "weapon of war", before leaving and being chucked out of his homeland. He now fights his own private war thanks to a huge collection of plastic soldiers and an antique tank he bought in a $1 store in Seattle.
**Favourites:** Thunder Mountain (Hold A, down, hold A); Torture Rack (near legs, A).
**Grrr Factor:** 7/10

## SALADIN

**Profile:** Once a Secret Service operative, Saladin is renowned for not saying very much. Instead, he does his talking in the ring, kicking opponents copiously with his expert manoeuvres. He's a solid fighter and now, apparently, works for the CIA, revealing all the inside secrets. As he performs his duties as the Tea Boy.
**Favourites:** Death Drop (Hold A, down, hold A); Butcher Knife (Special, rear).
**Grrr Factor:** 8/10

Sting and his trusty baseball bat do battle with "Hollywood" Hulk Hogan in a fight to the death.

# Wrestle with this

**And there's more to this wrestling lark than just bashing bellies you know...**

## Any old iron bar

*When fights bleed outside the ring, your wrestlers can call on the power of the slightly-illegal-but-always-amusing power of various out-of-ring pieces of furniture. Sting is a definite beneficiary of this as, when he reaches off screen, he always brings back a steaming great baseball bat. Hulk Hogan, similarly, always seems to be adorned with a chair. But remember, you only have a limited time outside the ring (the default setting is 20 seconds) so it's best to deck your opponent as close to the end of the time limit as you can and then jump back into the ring. They'll then be counted out leaving you to lap up the plaudits.*

## And I would have got away with it...

*Every wrestler in the game who hides behind the multi-coloured delights of a mask can have their true identities exposed in Scooby Doo-style. Basically, you'll need to choose a grappler with an eye gouging move, so someone like Eric Bischoff or Rick Steiner, and then make certain your opponent has been beaten to within an inch of his life. If his Spirit Meter is flashing green or blue then this is a perfect time. Get him into a submission hold, most wrestler's have these in abundance and, if you're not certain, just try pressing A and pull off the old eye gouger. Your opponent will now curse you for being the pesky kid you are.*

The Hulkster picks up a chair. Pity he's almost out of time.

A favourite, this. Cover the eyes and whisper in the ear.

## Who's the boss?

*In all four federations there's a League Challenge and, once you've worked your way to the final, you'll be faced with the awe-inspiring prospect of taking on one of four super-famous wrestlers. Surprisingly, the WCW and NWO competitions are fairly simple to battle through and the geezers at the end are "Macho Man" Randy Savage and Diamond Dallas Page, both of whom you get to play as if you win the final. The DOA and IU competitions, though, are quite a bit harder but the rewards are the shapely sights of Glacier and Wrath. And, when you've accessed all four bosses, a further mode called 'Whole World Wrestling' appears and you can play as boxer Joe Bruiser or spiderwoman Black Widow. See, it was worth it. Sort of.*

"Wait a second. Yeah, you're right. There is a pigeon stuck in the roof. Call the Fire Brigade!"

### ALI BABA

**Profile:** Once a prisoner in a secret island penal colony, Ali Baba learnt his trade by fighting in death matches staged by the inhumane warden. He then escaped and swam 18 miles to freedom. American customs then welcomed him in with open arms. Still in his early twenties, Ali Baba is a lying git.
**Favourites:** Barbarian Bomb (Special, rear); Camel Clutch (move near head, press A).
**Grrr Factor:** 7/10

## IU — Independent Union

### BLACK NINJA

**Profile:** Having only ever spoken once, Black Ninja unsurprisingly doesn't get asked to very many parties, but, according to legend, he's been trained since birth in the customs and practices of the Ninja art which require him *not* to speak. However, reports suggest he's an expert at making hilarious farting noises with his armpits.
**Favourites:** Spirit Press (Special, rear); Ninja DDT (hold A and B).
**Grrr Factor:** 8/10

### SHAOLIN

**Profile:** Previously a Monk, Shaolin broke his vows and escaped from an isolated Tibetan monastery when he realised he wasn't likely to get much in the way of fighting action. Now, as a member of the IU, he does what he wants, when he wants and has built a reputation as an unthinkably heartless competitor. He has two kittens.
**Favourites:** Shaolin Kick (Up, hold B); Master Lee's Backflip Press (Special, rear).
**Grrr Factor:** 6/10

### THE UNKNOWN

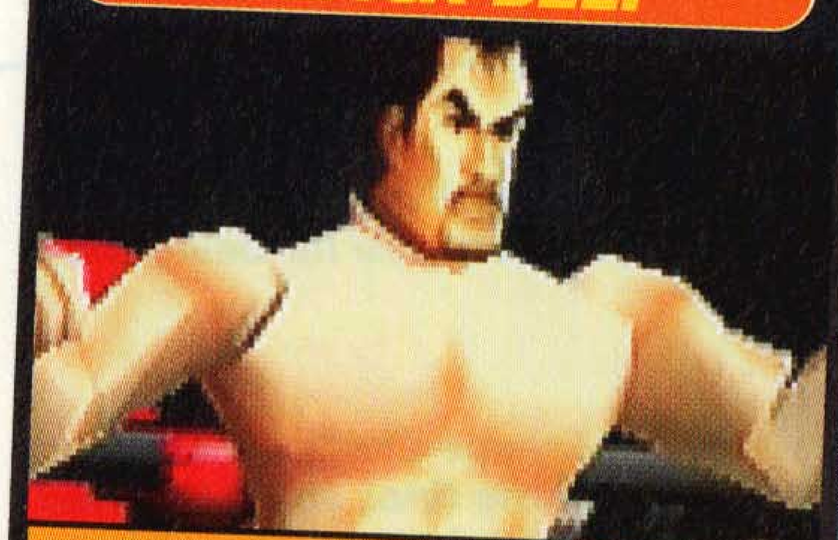
**Profile:** After his father, Brian, christened him The, The Unknown left home to become a pit fighter. Joining the IU, he built a reputation for himself as a calm, collected individual but one that was capable of sudden, near-homicidal rage. So, in order to quash this, whenever he gets in a peeve, his Mum appears and says, "Ooh temper".
**Favourites:** Rampage Rocker ((hold A, down and B); Lunatic Fling (Special, rear).
**Grrr Factor:** 9/10

### THE CLAW

**Profile:** With over 900 years of death matches behind him, it's little wonder The Claw believes himself to be unstoppable. Apparently born in 1064, he's now shacked up in New Mexico, furiously denying rumours that his house is part of a retirement complex. His gross pension withdrawal now stands at £750,000.
**Favourites:** Muerte Grip (hold A, up, hold A); Aeon Slam (Special, front).
**Grrr Factor:** 7/10

GO! GO!

## BLACK BELT



**Profile:** A former Green Beret, dispatched after murdering a few too many people, Black Belt lives *in* the Florida swamps with a goat called Lionel. He's aggressive and cruel and enjoys the sight of bloodletting but, when he's not shopping at K-Mart, he enjoys fell walking and fishing. His real name is Kevin.
**Favourites:** Florida Flip (hold A and B); Commando Crunch (Special, front).

**Grrr Factor:** 5/10

## PACOLOCO

**Profile:** Quick, strong and agile, and a real favourite among wrestling fans, PacoLoco is a graduate from the school of hard knocks. Growing up in downtown LA, he learnt to wrestle by taking on homeys and wideboys in da hood and, after he'd robbed enough convenience stores, moved to Atlanta and the wrestling federation.
**Favourites:** Barrio Bomb (Special, rear); Chicken Wing Throw (tap A and B).

**Grrr Factor:** 7/10

## SHAMAN

**Profile:** A formidable opponent, Shaman is fast, strong and packed full of stamina. But he's also well respected as a bit of a softy, breaking the legs of his opponents then calling an ambulance for them. He runs an animal hospital and owns a ranch in Arizona which he uses to reintroduce nearly extinct animals back into the wild.
**Favourites:** Shaman Spike (hold A, down then A); Spirit Slam (Special, front).

**Grrr Factor:** 9/10

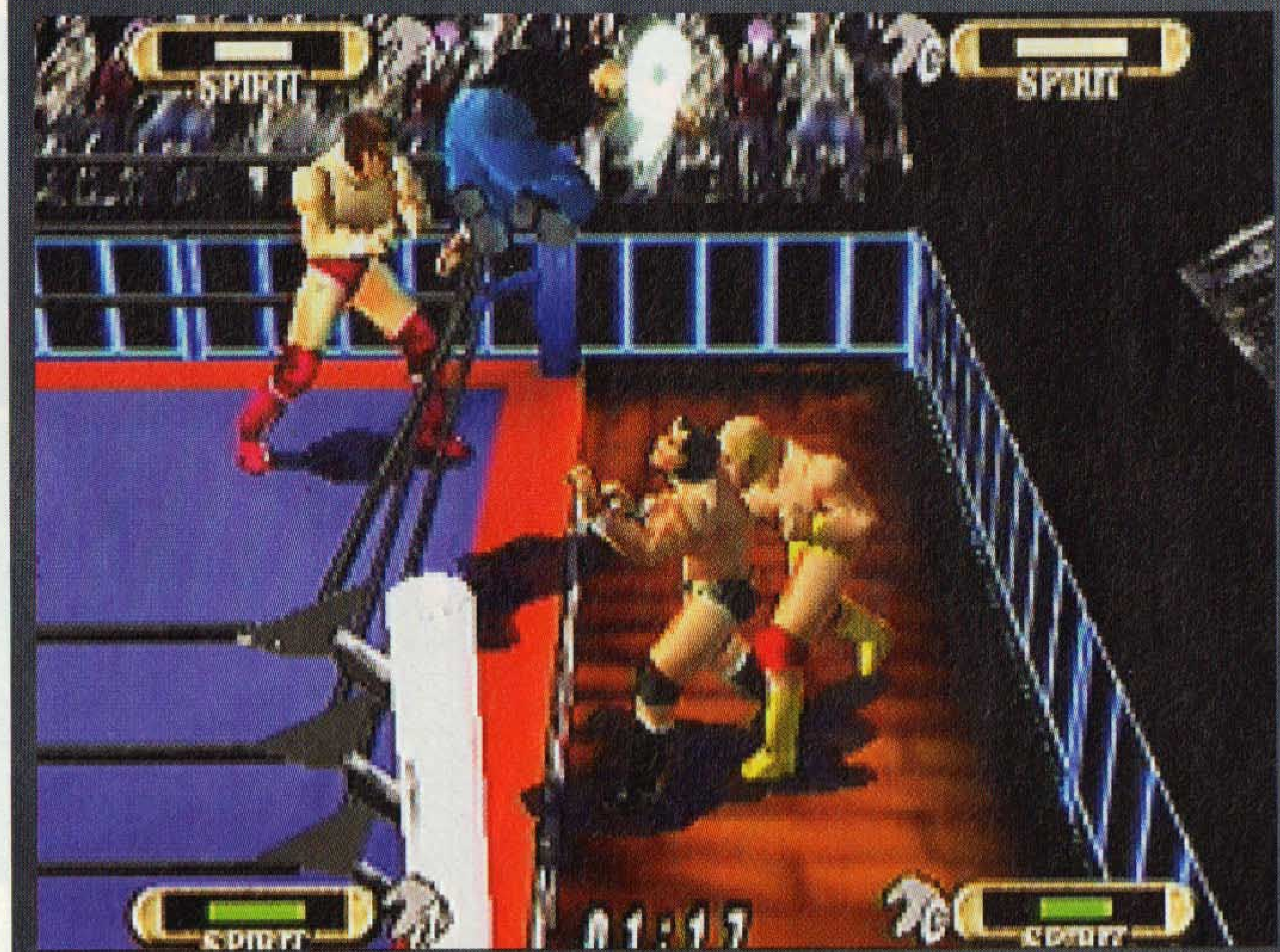
## MASTER FUJI

**Profile:** Master Fuji, a steaming great Japanese chemical spillage of a man, has had years of wrestling experience and looks as old as the hills. But, in fact, he's a quick-witted, intelligent thinker who can destroy buildings with his famed Fuji Bomb move, caring little for material things. He lives in a mansion in Beverly Hills and has 15 cars.
**Favourites:** Fuji Bomb (Special, rear); Mountain Splitter (hold A, up then B).

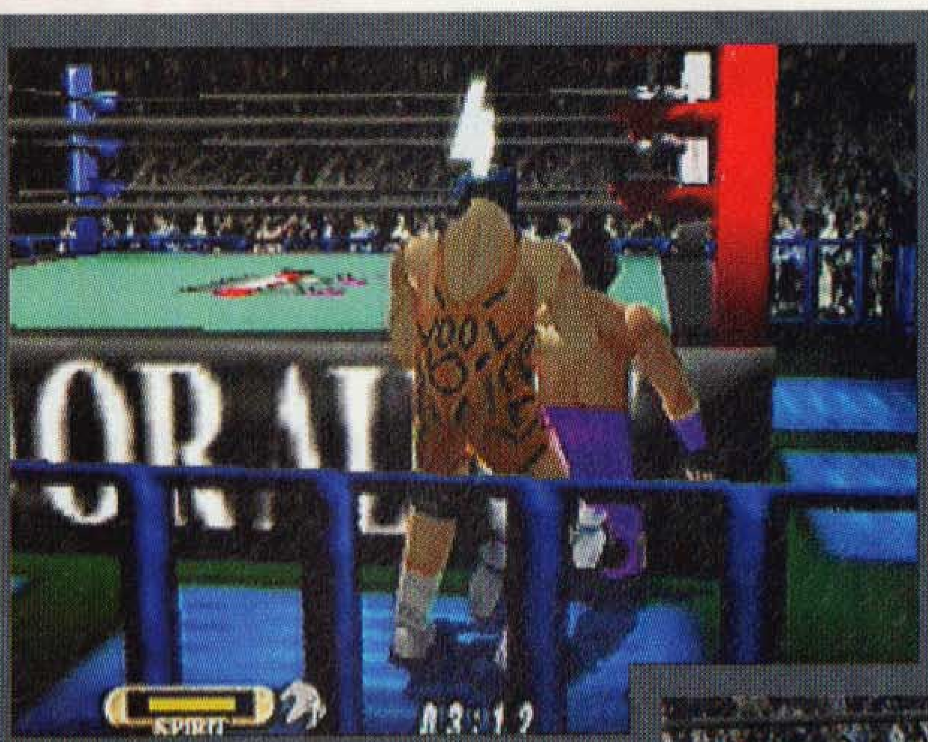
**Grrr Factor:** 7/10

**BEEF COMBO**
**Want to know the quickest way to defeat an opponent? Well, it's all about combining those moves. Here, then, is a step-by-step...**

**Step One:** Get to your opponent before he gets to you and attack him as quickly as possible. The best move is probably to deck him close to the ropes.
**Step Two:** Keep at him until he's back up against the ropes. If you get one more hit in on him he'll get knocked out of the ring and onto apron. (Technical term, that.)
**Step Three:** Wait for your opponent to walk back towards the ring. Don't, whatever you do, run out after him. When he gets close, grapple him and bring him back over the ropes and into the ring.
**Step Four:** Immediately let him try one of your submission holds on for size or, even better, a special move. These should be fairly straightforward to pull off.
**Step Five:** Wait for your opponent to stand then, carefully, hit him hard in the face so he falls back down again.
**Step Six:** Stick him into another submission hold and keep an eye on his Spirit Meter. If it's in the blue (which it should be) pin him down. 1... 2... 3...



◁ *"Wooooooah!" Over the ropes to the sound of breaking bones.*



△ *If you could wear anything into a wrestling match – anything at all – would it really be a leopard skin leotard?*

▽ *"Now, think. You are becoming sleepy. So very sleepy..."*

**It's not easy getting excited about wrestling. Especially as, to the untrained eye, it just looks like an excuse for a couple of fat blokes to slap the living bejeebers out of each other. But to the *trained* eye, to the wrestling expert, it's *so* much more than that.**

It's about punching your opponent repeatedly in the face, or in the groin, knocking him to the floor, sitting on his back and pulling his legs back until their kneecaps snap. Or, at the very least, ache a bit. Then, if that's not enough, it's about lifting him up, so that his legs are facing up towards the ceiling, and then dropping him onto his back, or head, and then lying on him until the referee counts to three.

Right. So, it's not *much* more than a couple of fat blokes slapping the living bejeebers out of each other. But at least *WCW vs NWO* is an accurate adaption of the 'sport', wheeling out four federations, and the 37 fighters therein, and a wealth of moves for each grappler. And for those with a passion for wrestling it's perfect. (Though, for those without such a fervent appetite, it's probably not quite as exciting.)

Anyone familiar with *WCW vs The World* on the PlayStation will immediately feel at home in *WCW vs NWO*. The 32-bit incarnation is a sort of prologue to this, with some minor changes made to the one-player bouts but, more significantly, four-player Tag and Battle Royale modes added on, keeping with Nintendo's unwritten rule of four-playerness at every turn.

And the whole package is surprisingly slick. The animation on the wrestlers is excellent and their range of moves, whether you use them all or not (which you won't), does at least mean there's something for you to work towards. (Even if it *is* a Triple Suplex.) And, by waggling the analogue stick, you can also have your wrestler bait the crowd with a slinky special look-at-my-muscles manoeuvre.

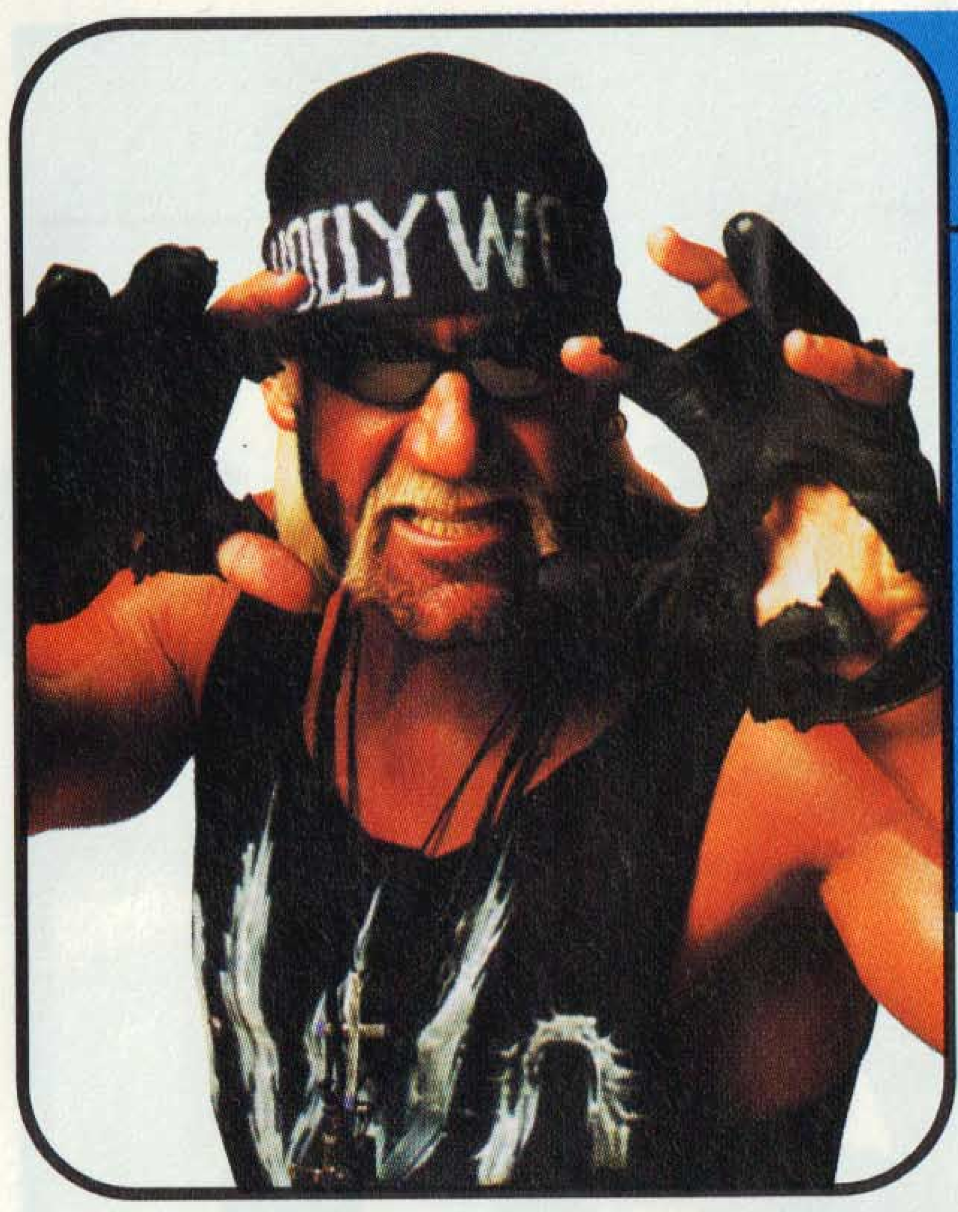
Options-wise, there's very little else that *WCW vs NWO* could have included. Choosing from an Exhibition, League or Tournament Challenge, each of which is split into three different weight categories and spread across the four federations (WCW, NWO, DOA and IU), there's everything from a knockout competition to a premier league for pro wrestling.

Right. But, there're a few problems. Single bouts, for starters, can go on for anything up to 20 minutes (more if you choose). Perhaps this would have been acceptable if the diversity in moves had been more spectacular, but one often appears disappointingly similar to another, leaving you to tap away at all the buttons in the vain hope something will come along with a little more potency.

Following on from that, quite a lot of the time your various button pushes don't seem to do anything at all. Consequently, you're left to tap away at the same buttons, sticking to what you know works. And this, combined with such an expansive time limit, means proceedings soon descend into tedium.

The problem *WCW vs NWO* has is that it's not, strictly speaking, a beat-'em-up and therefore possesses none of those qualities that the likes of *Tekken*, or *Street Fighter*, or *Soul Blade*, or even *Mace* have.

To begin with, a good beat-'em-up requires a certain level of commitment in order for you to master its challenge. In *WCW vs NWO*, however, you can win at least two of the competitions by using just



# A five step wrestling plan

## Introduced by "Hollywood" Hulk Hogan

**Hi, kids. "Hollywood" Hulk, here. I've got two things to say to you today. Firstly, don't try any of these moves at home. You might not mind crushing your skull on your Mom and Dad's best glass-topped coffee table but do you know how much they paid for that down at Habitat? And, secondly, don't take drugs! Right, here's some favourite wrestling moves I've picked up over the years...**

### Move 1: Elbow drop

This is one of the classic wrestling manoeuvres. Basically, wait until your opponent is lying in a crumpled heap on the floor, facing down into the mat, then tap B. You'll now drop down, elbows ahoy, and stick a sharp blow into the back of his neck.

### Move 2: Stomp

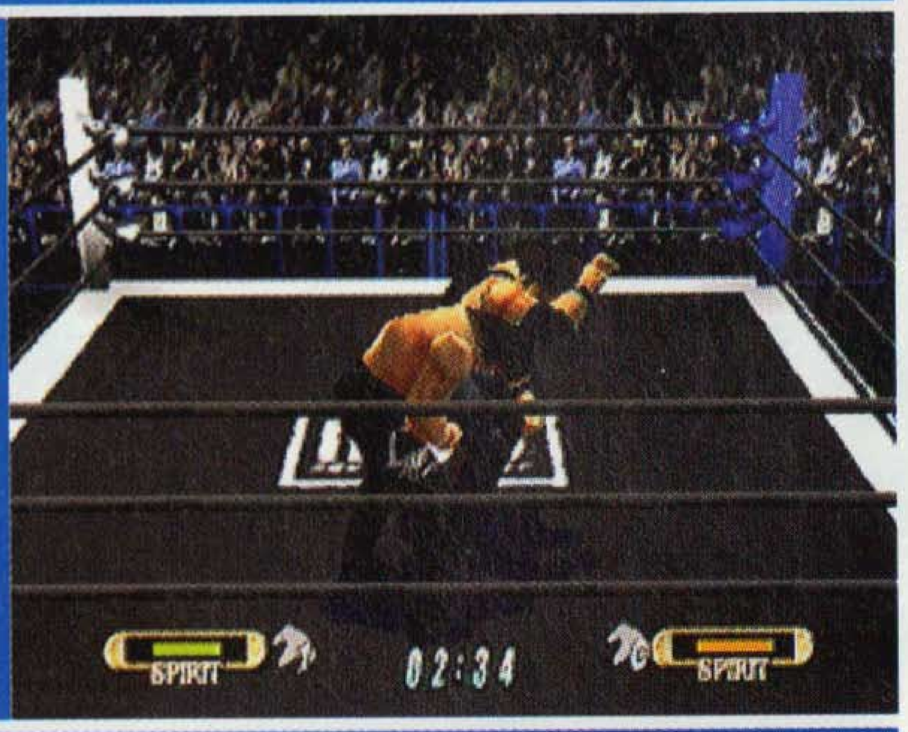
"Sting" uses this one and has got it off to a tee. Really and honestly it's a two-a-penny move but – hey! – it'll give 'em a nose bleed. If your opponent is lying on the mat, face up, tap B and you'll stamp your boot into his face. Harsh but fair, I would say.

### Move 3: Clothesline

A real good 'un, this. If you're looking for an expert, try Powder Keg. But don't get too close! He's just been fumigated. Anyway, try tossing your opponent up against the ropes and, as he comes back at you, tap Up and hold B. He'll get an arm, neck-height.

### Move 4: Shoulder breaker

Right, now for something a bit more complicated. You'll need to be in control for this one and my mate Kev Nash leads by example. Simply face your opponent and press A, Down then A. And the best thing is, his shoulder *will* actually break!



### Move 5: Choke hold

Okay. You'll need to be finishing them off now, so how about a little something special? Yep, you guessed it, a *special* move! Ha! Get to the head of your opponent, hold A and waggle the analogue. Now watch them turn green. See you soon, kids!

△ *A smack to the chops. Common-or-garden, admittedly, but dangerous.*

a couple of punching and kicking variants. Of course, you can leap from the ropes, or head drop your opponent to spice things up a bit, but why bother when there's a winning formula and it requires half the effort?

Secondly, there's none of the speed or agility of your average beat-'em-up hero in *any* of the wrestlers. Rather, the game chugs along at the same leisurely pace throughout, with every wrestler moving at the same speed (and all appearing to skate around). And, when you do execute a tasty move, things don't really hot up as you'd expect them to. They just return to the Sunday afternoon stroll it was before.

And so, ultimately, those doubting whether wrestling could sustain their interest will look at this and only further be convinced. It's not that it's untidy, or badly programmed, as it's neither of these. But, what *WCW vs NWO is*, is a slow and quite often tedious fighting game. Acceptable, technically accomplished but never anything more than that. The foundations are in place, it just needs a little work.

**TIM WEAVER**

**ROPEY OLD MOVES**

To stay on the top rope for longer than you're usually allowed, simply hold the A button. Start holding it when you're climbing the ropes (making sure it's the first and only button you press as you do so) then keep holding whilst you're up there. This is perfect when your opponent isn't in quite the right position on the mat. And, remember, if you do jump off and miss him, you'll knock your Spirit Meter down a peg or two. Oh, and to jump off just let go of A. Nice, then.

**7 VISUALS**

Disappointing collision detection but, otherwise, a quality polygonal outing.

**6 SOUNDS**

Good crowd FX and terrible music that plays *all the time*.

**6 MASTERY**

Never threatens to push the N64 anywhere close to its limits. Although, commendably, it handles four-player action with some ease.

**7 LIFESPAN**

Behind the scenes there's loads to trawl through but not enough to keep you returning.

**VERDICT**

For those keyed into wrestling this is the definitive console outing. But, for the rest of us, this is a diverting, accomplished game but one without enough energy or excitement.

**70%**

'Nul points' for style here, by the looks of it. And a bad knee.

The graphics are, as you can see here, admirably detailed.

The half pipe is about as exciting as a plate of spaghetti. Those spectators are cardboard cut-outs.

And the slalom isn't a patch on Snobow Kids.

# NAGANO WINTER OLYMPICS

## Chillingly, Konami's winter offering turns out to be more a case of Naga-nooooo!

**For as long as there've been games consoles, there've been Winter Olympics games. And they've all taken exactly the same approach: each event is 'simulated' as accurately as possible, with you trying to win gold medals by jumping further, skiing faster and somersaulting more impressively than your CPU or human opponents.**

Konami have seen no reason to abandon this tradition, so they've designed *Nagano* as ten individual games in one, each simulating a different Olympic event with all the 3D graphical prowess the N64 can muster. You can tackle single events one at a time, play seven of them in a row as a championship, or get up to three friends together and take it in turns to play that same championship.

So the question is: just what are those events? Oh – and, of course, are they fun?

| Nagano Winter Olympics | | | |
|---|---|---|---|
| KONAMI | | | |
| February | 64M | | 1-4 |
| | Controller Pak | Cartridge back-up | Rumble Pak |
| £TBA | | | |

# Snow go

We'll give you the bad news now. The events in *Nagano*, though lovely looking and all 3D and everything, are by and large among the dullest things it's possible to do with your N64. We have devised the **N64** Magazine Snooze-o-meter, which measures how interested we were at random points throughout the game on a scale ranging from no Zs (unblinkingly gripped) to ten Zs (slumped unconscious over the N64).

**The N64 Snooze-o-meter**
ZZZZZZZZZZ

## Skiing, Downhill

Ski down a hill.

**What you must do:** Nudge the joystick from side to side, and press A to turn more sharply – at great cost to your speed!

**The effect:** Slow and boring. Makes skiing feel like walking around Sainsbury's.

*Head between the flags and generally downwards. This event is pleasantly speedy, although the flags are indistinct.*

*Oh dear. He's not happy with that at all. Maybe next time.*

## Skiing, Giant Slalom

Ski down an increasingly steep hill, weaving between pairs of flags.

**What you must do:** Nudge the joystick from side to side, and press A to turn more sharply – at a cost to your speed!

**The effect:** The most exciting event by far, as you get up to a fair old lick. But there are no stunts, or jumps, or power-ups, or other skiers, or anything, so you won't want to play it more than two or three times. You'd be much better off waiting for *1080° Snowboarding*.

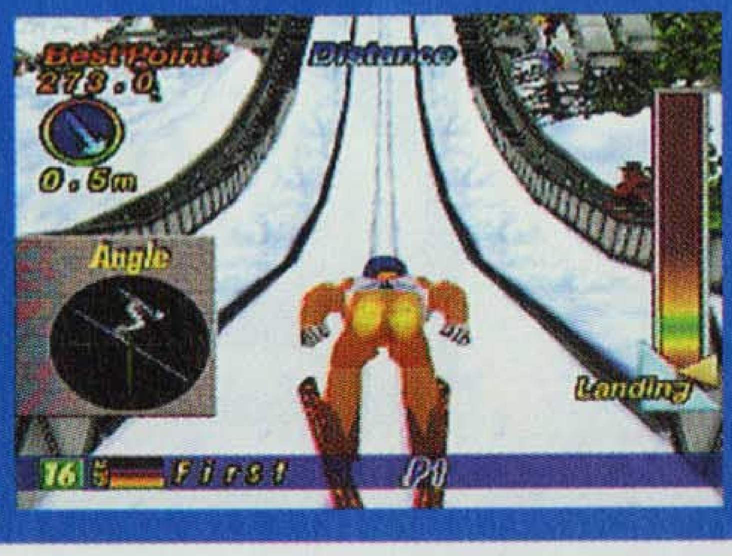
ZZZZZZZZZZ

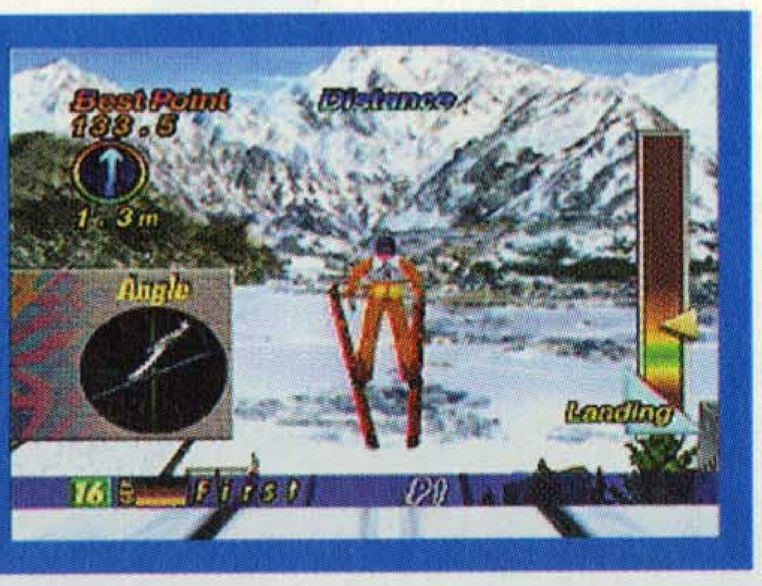
## Ski Jumping

Zoom down a ramp, jump off the end, and land as far away as possible.

**What you must do:** Hold the joystick down as you go down the ramp, and push it up at the end to jump. Hold your bloke steady through the air with the joystick, and press A to land.

**The effect:** Ski jumping has the advantage of only taking a few seconds.





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## Snowboard, Giant Slalom

Very similar to the skiing version, but slower.

**What you must do:** Move the joystick left and right to weave between the flags.

**The effect:** We really started to lose the will to live playing this one.

## Snowboard, Halfpipe

Zig-zag down a chute, performing 'stunts' as you 'get some air' at the sides.

**What you must do:** Decide upon a 'routine' of eight stunts before you start. Then, as you zig-zag, sequences of button presses and joystick movements will flash up on the screen. Tap them in quickly enough and you'll do the moves.

**The effect:** It's like entering a cheat for infinite lives or something – except it's meant to be the actual game. Extraordinary.

*Nope. Not happy with that either. What does it take to cheer these chaps up?*

*Shouldn't he be wearing some sort of ridiculous woollen hat?*

ZZZZZZZZZZ

**OOPS!**
When, after a couple of minutes, you get bored with playing *Nagano* properly, why not try injuring your blokes as severely as possible? A range of motion-captured tumbles cover every eventuality, but it doesn't seem to be possible to snap anything, even by going full tilt into a wall. Bah.

GO! GO!

**WHO?**
To accompany our review cart, Konami arranged some photos of Eddie 'The Eagle' Edwards, who was briefly famous a few years ago for being crap. But how's he seeing what he's doing?

## Speed Skating

**A duel against a computer-controlled skater to see who can do a lap of the rink the fastest.**

**What you must do:** Tap L and R rhythmically to move your skater's legs. Too fast and you'll run out of stamina before the finish; too slow and you'll lose. So do it at just the right speed, then.

**The effect:** Bring along a book to read as you're playing. Or at least make sure there's a nearby window to look out of.

◁ Go! Or, more specifically, press L and R several times. Ho hum.

△ Oh dear. He doesn't look pleased with that performance. Yet again.

ZZZZZZZZZZ

## Freestyle skiing, aerials

**Ski up a ramp and do a series of elaborate somersaults and twists before landing neatly.**

**What you must do:** Choose a routine before you start. Then press A as fast as possible as you go up a ramp, and B before you land.

**The effect:** Tim and Andrea fell asleep, James started picking bits of stuffing out of his seat cushion, and Jonathan snapped a pencil.

◁ This may look impressive, but it's about as much fun to do as the drying up.

ZZZZZZZZZZ

## Luge

**Arse meets ice (sorry) as you zoom feet first down a frozen chute.**

**What you must do:** Press L and R a lot to get up to speed. Then lie back and nudge left and right occasionally till you reach the bottom.

**The effect:** We thought the N64's feared 'fuzz' was making a comeback, until we realised our eyes had glazed over.

◁ Never has travelling so fast been so boring.

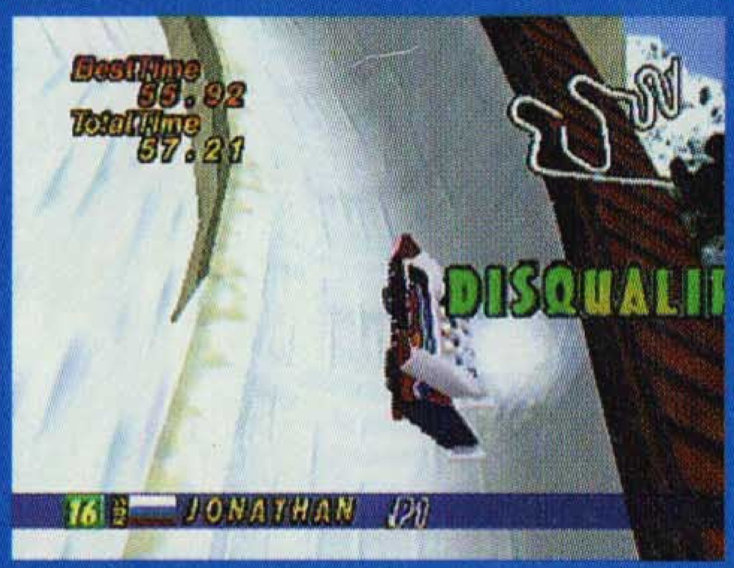
◁ Polish the bottom of your tea tray with wax for best results.

## Bobsleigh

**Four blokes in a sledge zoom down that same chute.**

**What you must do:** Press A a lot to get a run up, and B four times to make your blokes hop in. Then study your fingernails for a while as your bobsleigh builds up speed, nudging the joystick slightly to stop it falling over on sharp corners.

**The effect:** Doing the bobsleigh made us feel physically sick with boredom.



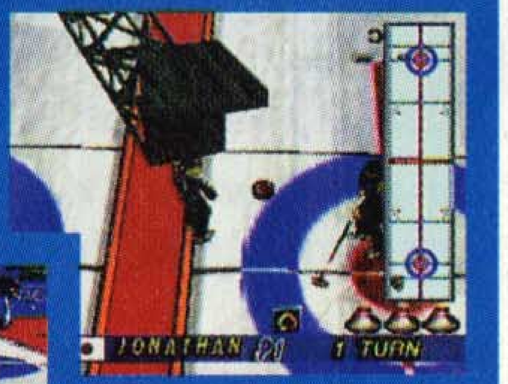
## Curling

**It's bowls (i.e., the game played by white-haired people in white V-neck pullovers), but on ice.**

**What you must do:** Aim your 'stones' at the 'rings' drawn at the far end of the 'house' using the 'joystick'. Adjust the spin using B. And launch it with A. Then keep pressing A to make two blokes with brushes sweep the ice in front of the stone as it slides along.

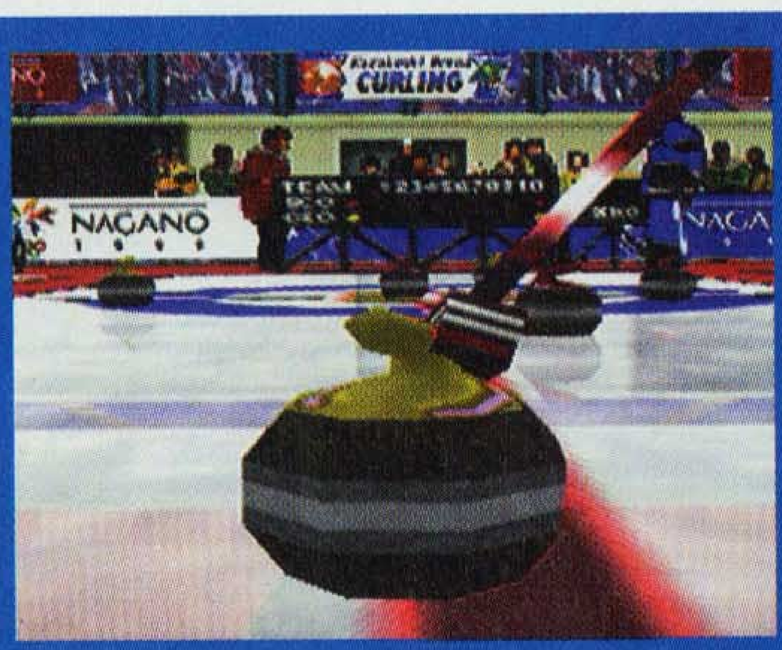
**The effect:** Curling is as interesting as spending six months in solitary confinement. It made us gnaw through one of our controller cables in boredom.

◁ Just looking at these pics makes our eyelids sag.



△ Good to see it's been sponsored by the RAF.

ZZZZZZZZZZ



△ Blimey. A real adrenaline-pumper here and no mistake.

◁ Don't forget to wrap up warm and take a flask of tea.

**Nagano** looks superb, as you'd expect a Konami game to. It looks, in fact, almost as if you're actually there in Nagano, halfway up a mountain, in the snow. The camera pans around to show crowd-filled stadiums, pine trees and ski lifts, and then zooms in on your bloke, who's anatomically correct (apart from having bosoms on his back, oddly). The animation is all great, and everything moves smoothly, with no slowdown. And yet, *Nagano* is the most knuckle-gnawingly tedious game any of us here at N64 Magazine have played in our entire lives.**

**What's gone wrong? I've given it some thought, and come up with three areas of concern:**

**1. Unless you're actually doing them, most real-life Winter Olympics events are extremely dull.**

Watching a bloke go very fast down a ramp, jump off the end, fly through the air for a bit and land is impressive. Watching another bloke do the same thing is markedly less interesting. And watching a third bloke do it is impossible: the urge to run away and hide under the bed is irresistible. And, sadly, despite Konami's best efforts to involve you in the action, and make you feel you actually *are* that bloke, all you're really doing is watching. The same goes for half-pipes, bobsleighs, the luge, and speed skating. Curling, meanwhile, could never possibly be interesting, whether you're doing it or not.

In fact, the only winter sports events that *are* interesting to watch are downhill skiing and snowboarding, because they're fast and people fall over occasionally. Stick them on the N64, and add in some high-speed 3D graphics that give a genuinely scary sensation of motion, and you've got the only two events in *Nagano* that're any fun. (Even if flags are often too pixelly to make out against the horizon until it's too late to steer through them.) (And the snowboarding is too slow.)

And, of course, most winter sports are solo events, and translate into N64-o-vision as a single bloke doing something in a large expanse of snow. Most of the best games, on the other hand, have other characters for you to 'interact with'.

**2. You're doing the same thing again and again.**

It's amazing how quickly *Nagano* starts to feel repetitive. Although there are 12 events, lots of them are dubiously similar to one another, and many only last for a few seconds. So you've seen everything the game's got to offer within minutes, whereupon it's a case of going through it over and over again. Or finding something more interesting to do.

**3. You just do what they tell you.**

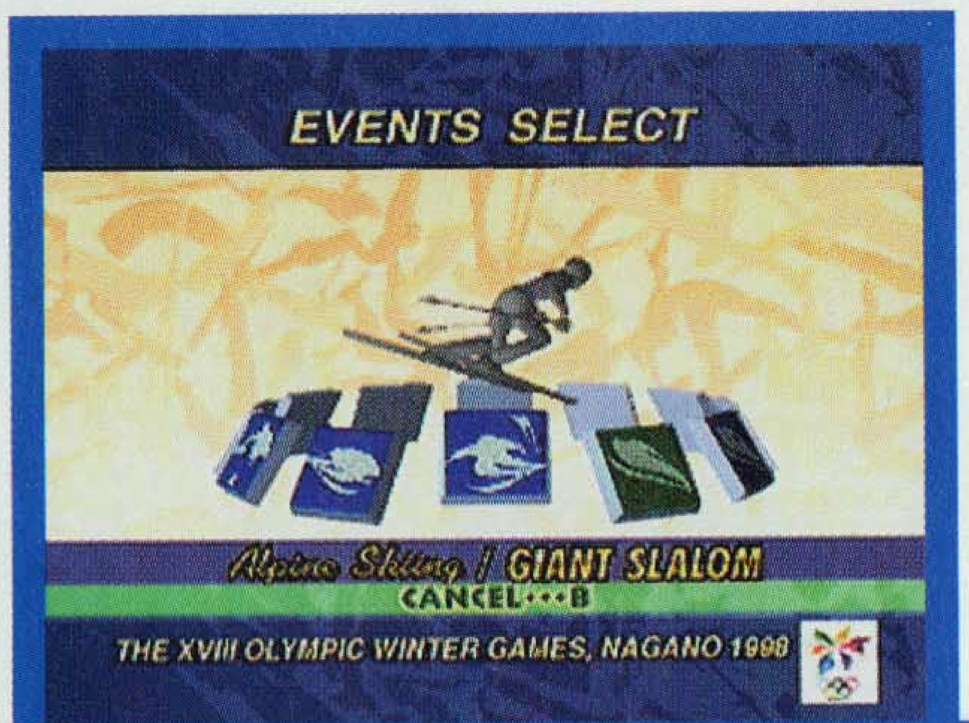
There's no room for experimentation, exploration or discovery in *Nagano*. Success is merely a case of following the instructions as accurately as possible – pressing Up when you're supposed to, waggling the joystick when you're supposed to. In fact, in the speed skating you could manage without the graphics altogether, and just watch the little meter rocking from side to side while you're pressing L and R. The same goes for the half-pipe, where all you need to worry about is repeating a control combination as soon as it flashes up in the corner of the screen.

We tried playing single *Nagano* events until we were really good at them. We tried the seven-event championship mode. We tried multiplayer championships (in which, dismally, the same player goes first each time, and it doesn't tell you who's doing best after each event, and computer players generally win all the medals while your characters stand around shaking their heads). At no time – not even for a second – did we have any fun whatsoever.

What are Konami playing at? Why've they put all their effort into recreating Winter Olympic events as accurately as possible and completely forgotten about entertaining us? Why didn't they just concentrate on the more potentially exciting events? Why did they waste one of their best programming teams on this, when they could've had them working on *Contra Spirits 64* or *Axelay 64*? Who wants to curl on their N64?

Not many marks for *Nagano* at all, then, and most of those it does get are for looking nice. Bah.

**JONATHAN DAVIES**




◁ "I've fallen!" Our bloke is going to be even less happy than usual on this occasion.

▽ At least you get to have a nice sit down at the top. But the ski jump is still awe-inspiringly tedious.

**TOP 5 THINGS TO DO IN WINTER THAT ARE MORE FUN THAN THIS**

1. Make a snowman.
2. Buy a new scarf.
3. Put a snowball in the freezer to surprise someone in the summer.
4. Scratch your nose.
5. Look out of the window.

**7 VISUALS**
3D, smooth and atmospheric. Although the flags are needlessly hard to see.

**7 SOUNDS**
All the sound effects and music you'd hope for. Yep.

**5 MASTERY**
Any console could do this, and it looks shallow next to top N64 games.

**1 LIFESPAN**
Becomes completely tedious the moment you press Start.

**VERDICT**
Beautiful but cripplingly dull. Konami need to regain their sense of fun pronto.

**32%**

From this page on, every game reviewed in **N64** is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.

# IMPORT ARENA

# YOSHI'S

## Gather round. Are you sitting comfortably? Then we'll begin...

△ Giant, but thankfully benign, squishy monster.

△ Hop on what appears to be a log and find out it's a giant collapsible face.

Jump in this giant wheel and roll it hamster-like across the gully. ▷

▽ Well on the way to a full 30 melon high score. Super.

▽ A big knife bursts from the wall. Familiar to anyone?

**THRIVING MISS DAISY**
In the top left of the screen an eight-petalled daisy monitors the current health status of your Yoshi. Bad things cause petals to fall off, whereas good things (normally eating) cause them to grow back. When all the petals have fallen off your flower – and one more hit means curtains – the game music goes super-sad, melancholy and slow. Grow some petals and the music speeds back up as if the speed on the turntable has been switched one notch higher.

**A long time ago, in a country far far away away, a man by the name of Takashi Tezuka set out to make a computer game. Takashi worked for a giant games company loved by millions of people around the world. Every game this company released was expected to be the very latest and greatest thing available, bursting with new ideas and showing the world the way forward.**

Takashi was a clever man, though. Rather than try to make his game a dazzling masterpiece of new technology, he chose to travel along a different road. Rather than try to create an all-new game style, he chose to re-use the elements used in great platform games of years past. Rather than create one of the newly fashionable 3D worlds, he stuck with the familiar two dimensions. Rather than make completion the aim of the game, Takashi designed his title with replay firmly in mind. And finally, just to show that this strange new approach was deliberate (and not just laziness), he made his game the first to pretend not to be a computer game – his game was a children's story book.

And so it came to pass that some people cottoned on to what Takashi had tried to do and enjoyed his game for what it was. Unfortunately, there were others who missed the point, who complained that the game "was too short", "too easy", "old fashioned" and "unimaginative." They had missed the point. Takashi ignored them and was pleased with what he had created.

That's the story of *Yoshi's Story*. It wasn't the game to sell Takashi's company 10 million more consoles, but it kept a smile on the many millions of the faithful. You can see why over the page.

GO! GO! ▷

| Yoshi's Story | | | | |
|---|---|---|---|---|
| NINTENDO | | | | |
| (Japan) Out now | 128M | | | 1 |
| (USA) March | Controller Pak | Cartridge back-up | Rumble Pak | |
| (UK) April | | | | |
| ¥6800 (approx £36) | | | | |

# STORY

N64 MAGAZINE STAR GAME

# Oi Marvin, what's going on?

It's that Koopa again. Despite a disasterous run of competitive form, he's still up to his old tricks and – for reasons best known to himself – the old giant fire-breathing turtle has imprisoned our six Yoshis in a pop-up story book. Well you would, wouldn't you. Anyway, our brave dinos have no choice but to pick themselves up and fight their way out.

As you start your gallant Yoshi-rescuing, Koopa's pop-up storybook opens up at its first page, allowing you to select your first level. Once you've beaten that, the page turns and the second page springs into life. In order to 'finish' the game and get a 'Happy End', you must complete a level from each of the six pages in the book. Six levels to complete? Your game value alarm bells may be ringing already.

However, the situation is not as it seems. Each of the six pages in Koopa's book has four levels contained on it. The only way to get access to these levels is to play through the others and find the secret hearts hidden around them somewhere. Six pages with four levels on each makes 24 levels and a sigh of relief all round.

The only other things to add to this set up are the bosses that occur after page three. You get a different version depending on which of the four levels you chose on that page and when added to Koopa at the end makes five different bosses in all. Super, like.

△ *Each of the six pages in Koopa's Storybook opens up and unfolds beautifully. It's a great graphics touch for a menu.*

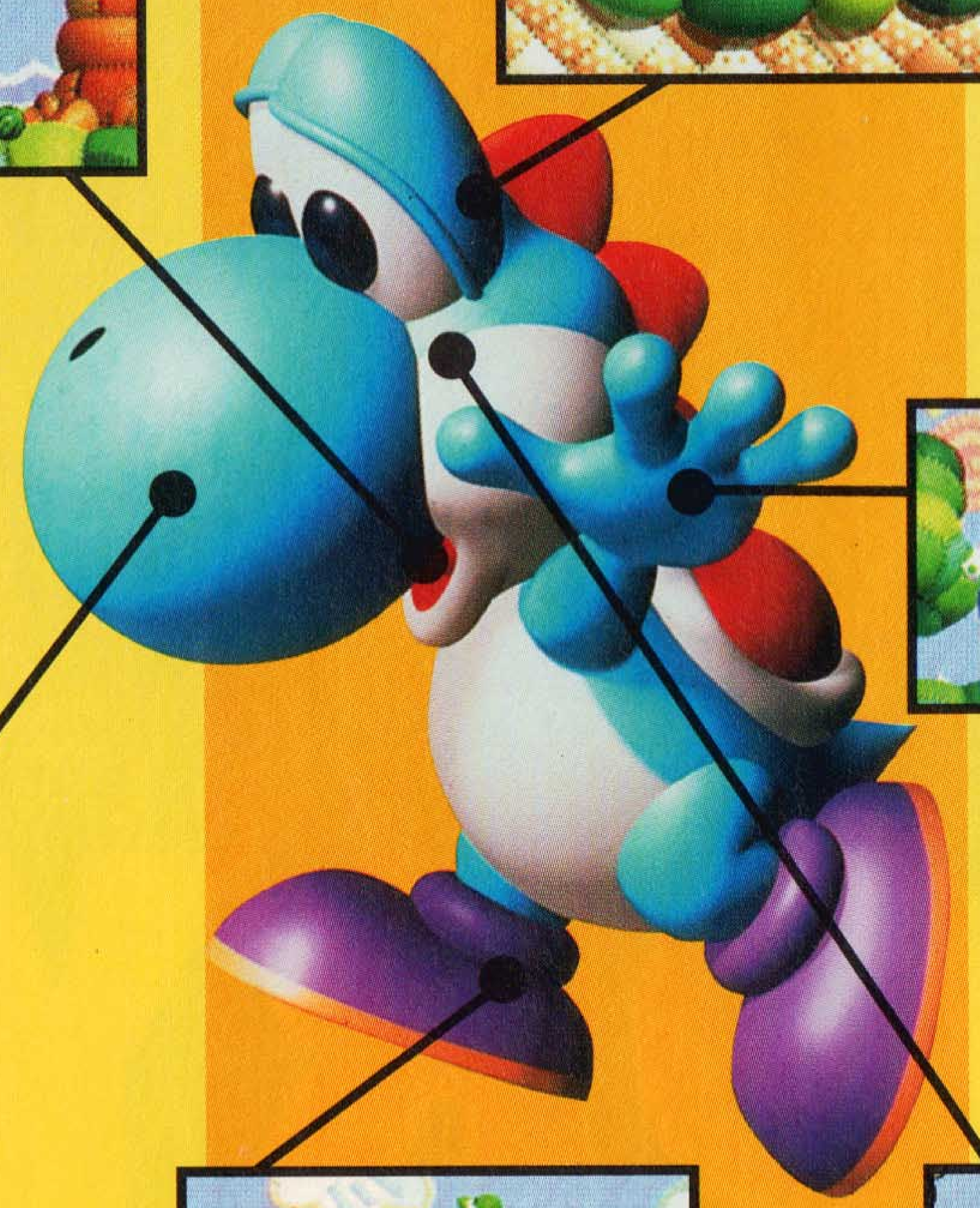
**A ROUND HALF DOZEN**

To help in his adventures, Yoshi can throw green and white Yoshi Eggs at his enemies or other destroyable things. The easiest way to pick up these eggs is to leap repeatedly under the green and white egg boxes, releasing one egg at a time. Once your Yoshi has picked up the eggs scattered from the box, they'll follow him conscientiously around the level until thrown at something.

Another useful way to pick up eggs is to lick up your enemies with your long extending Yoshi tongue. You'll get one egg for every enemy licked of a colour determined by the colour of the enemy you ate. If there's a gameplay subtlety to do with the colour of the eggs you use for certain things, then we've yet to find it.

## Fighting fit

Our loveable little dinos have more than a few skills up their sleeves.



### Eating

**Controlled:** With B, the longer you hold down, the further Yoshi's tongue shoots out.
**Uses:** Eating enemies, eating fruit, tongue-vaulting upwards using the red ! dots.

### Sniffing

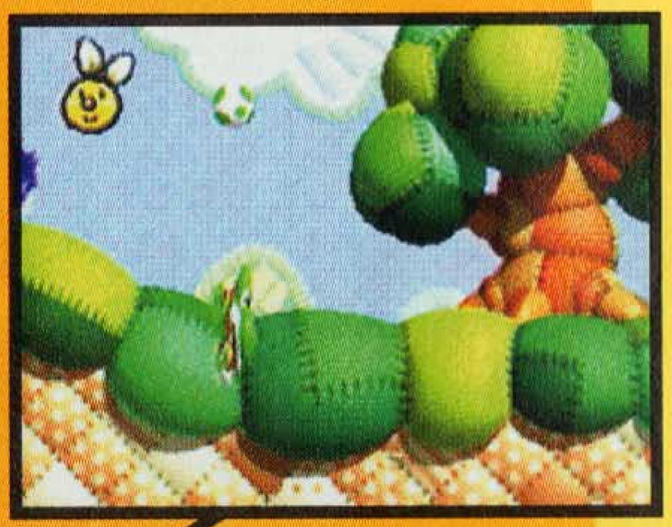
**Controlled:** By holding down R.
**Uses:** The screen zooms in to Yoshi while the little fella has a good sniff around his environment. If there's something he likes close by, he'll let you know.

### Jumping

**Controlled:** With A. Holding A produces longer jumps and continuing to hold it makes Yoshi run upwards in the air. You know, like Wile E Coyote.
**Uses:** Vital for getting about. Two-stage leaping is important for reaching high places, and quick reactions with the jump button might just save you from a fall o' death.

### Power diving

**Controlled:** Pressing A to jump then hauling down on the analogue.
**Uses:** Breaking open puzzle boxes, dislodging enemies, fighting bosses.



### Throwing

**Controlled:** With Z and the analogue. Holding down Z produces a crosshair which can be aimed with the analogue, releasing Z causes Yoshi to throw his egg. Pressing B cancels the throw.
**Uses:** Bursting the bubbles around some fruit, killing enemies, blasting through removable blocks, fighting bosses.

### Ducking

**Controlled:** Holding down on the analogue.
**Uses:** Avoiding low flying monsters and low obstacles. Holding down and slightly forward and backward can make Yoshi shuffle forward while crouching down, which is surprisingly useful in some areas.

# PAGE ONE

## The Beginning

A walk in the park, really. The only possible excuse for dying on any of Page 1's levels is tripping accidentally down a death hole. Still, this is your chance to perfect your key *Yoshi* skills of licking, jumping, power diving and yellow rose bouncing.

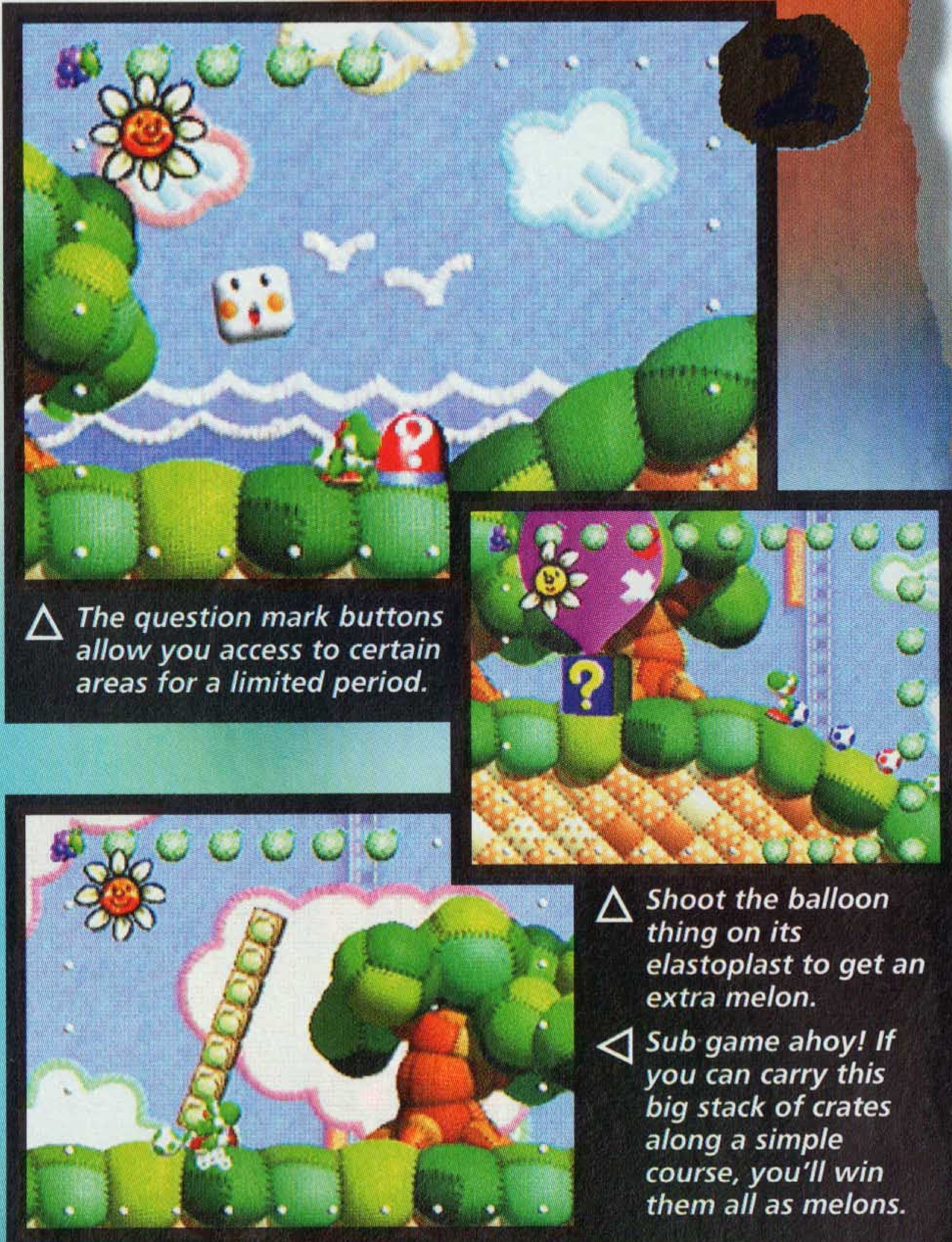
### 1

Wake the slumbering continue points as you go.

Eggs in bubbles need freeing by firing eggs at them.

Power diving by this elephant will upend him, allowing you past.

### 2



The question mark buttons allow you access to certain areas for a limited period.

Shoot the balloon thing on its elastoplast to get an extra melon.

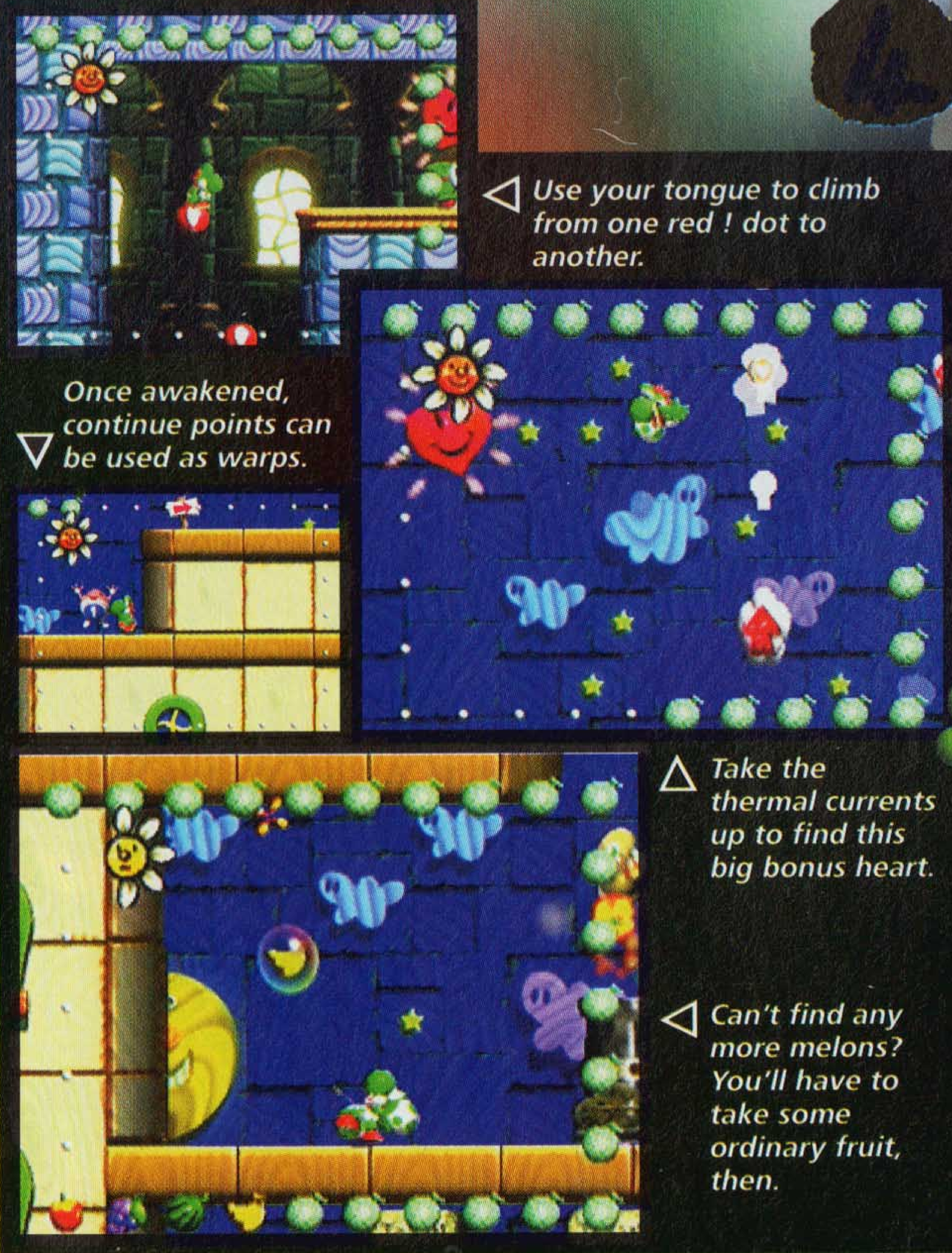
Sub game ahoy! If you can carry this big stack of crates along a simple course, you'll win them all as melons.

### 3

Shy guys on stilts. It makes them immune to licking.

The tricky clouds-on-rails section. Fall off and it's curtains.

### 4



Use your tongue to climb from one red ! dot to another.

Once awakened, continue points can be used as warps.

Take the thermal currents up to find this big bonus heart.

Can't find any more melons? You'll have to take some ordinary fruit, then.

**FLOWER POWER**

Two types of flower, both fun. The first is a fast-growing red daisy which will replenish your energy two petals at a time. These flowers usually grow near areas of high Yoshi harm.

The second type of flower is a yellowy rose-type variety. A quick lick of these will cause Yoshi to become an egg and a cursor to appear. A quick aim with the analogue stick can now see your friendly monster shot off into the air at frightening speed.

**SONG FOR THE ASKING**

Fancy singing along with the Yoshis between levels? Alright then, one, two, three, four:

We're getting there.
Still a way to go, but we're getting happier.
Still some way to go to the Super Happy Tree.

GO! GO!

# PAGE TWO
## Underground

Page 2 takes a hellish turn and a distinctly subterranean feel. Although survival is never too much of a problem (despite the introduction of some fairly hefty monsters), the puzzles and hidden melons become a lot harder to crack. The sub games are harder too.

**A RAINBOW OF FRUIT FLAVOURS**

Complete a level? But how? It's all about fruit, plump juicy fleshy fruit. Yum. Around the sides of the game screen are 30 white dots. Each time Yoshi uses his tongue to gorge himself on an item of nature's tangy abundance, one dot is replaced with a fruit. When all 30 dots have been filled, it's the end of the level – as simple as that. Or is it?

Oh no. Every time you power-up your *Yoshi* cart, a slot-machine-sequence will choose your fruit of the day. One of the four main fruits – watermelons, bananas, apples or grapes – will be chosen and bestowing extra health-restoring powers to that fruit. Similarly, each Yoshi colour has his own favourite fruit with similar health bonuses.

However the biggest fruit fact in the game revolves around the special cyan-coloured melons. Each one of these you pick up is worth an extra hundred points on your end-of-level score. We reckon there are 30 hidden in every level and goodness-knows what happens if you should manage to eat every one.

### 1

◁ A three-headed, fire-breathing dino skeleton.

Shoot the floating ? bubble here to reveal a large black egg. Finish the level with it to hatch a black Yoshi. ▷

◁ This time the crate subgame includes a jump and some interfering shy guys. (Take them out before you start.)

### 2

△ You can't kill him, only wait for him to sink down and jump over.

△ Roll this giant ball through the bubbling lava. Tricky.

Another melon game. Harder, but still a fairly easy seven fruit score. ▷

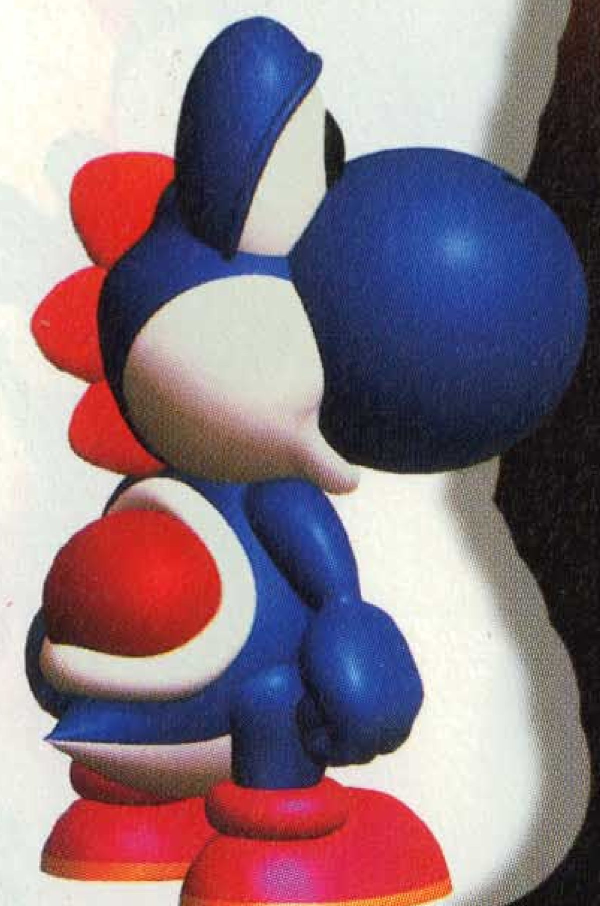
### 3

▽ Kill the purply slug thing to earn yourself a big heart.

△ Haul down and slightly forward on the analogue to avoid the spikes.

▽ It looks like water but it behaves more like elastic plasma.

△ ? boxes are often used to help make big jumps. This one's for a heart.



### 4

Hearts now start to appear in hard-to-reach places. ▷

▽ Pilot your prop-driven flying saucer.

▽ Hop on a vapour trail to scale certain parts of this level. Be careful though, they only last for a moment.

# PAGE THREE

## Overground

Page 3 is loosely based on a cloud and snow theme and its third level sees Yoshi under attack from some super-fat killer canaries whilst bouncing off some enormous springs. Which is nice. Level 1's strange sky snakes are a highlight as well, along with its giant flying dragon. Something in the water in Kyoto, obviously.

1

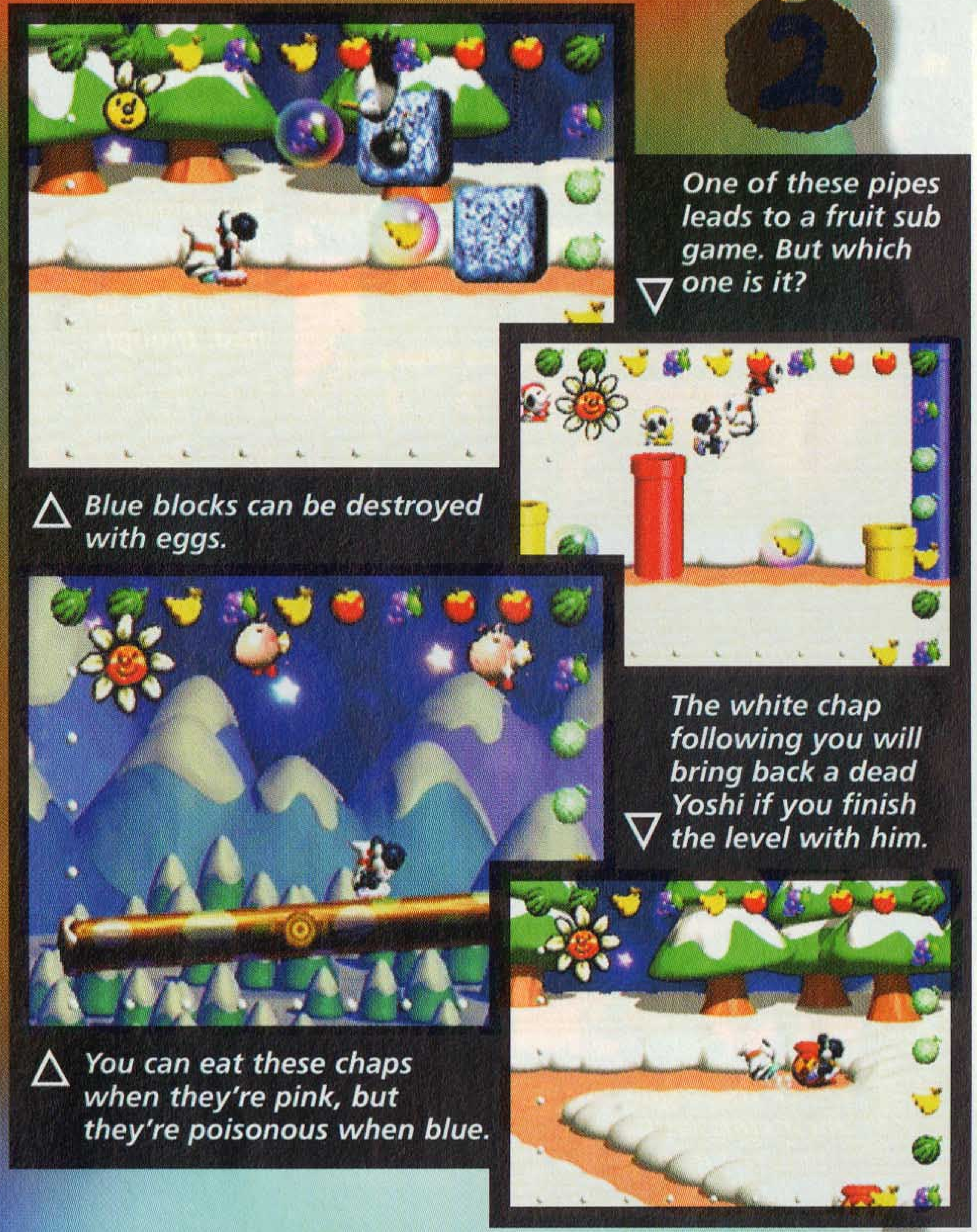
Ride the sky worms by jumping to change their direction. ▷

◁ The friendly dragon will take you for a ride.

Flying shy guys in a fruit-laden aerial armada. ▽

△ Green sky worms go up and down, red ones double back on themselves.

2



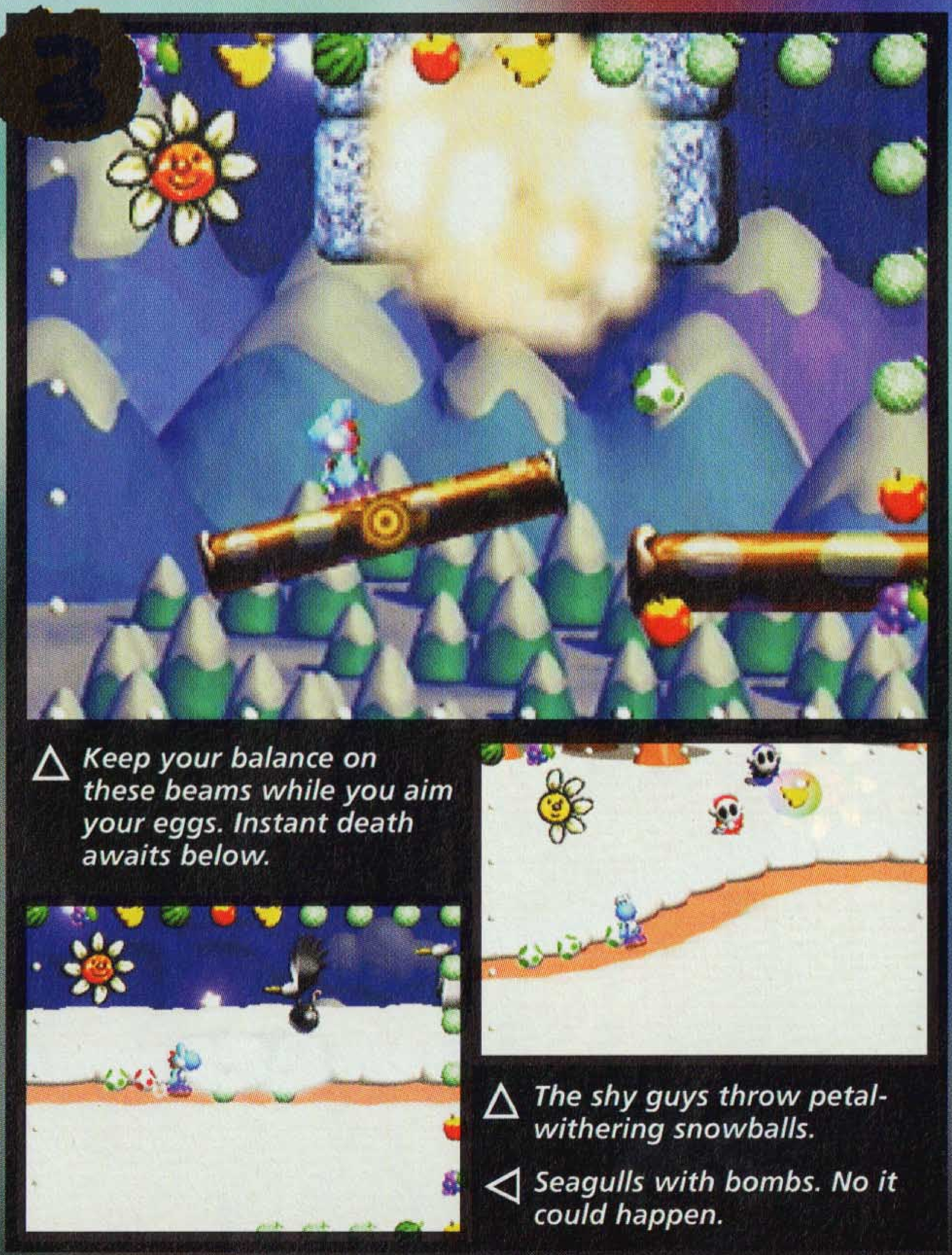
One of these pipes leads to a fruit sub game. But which one is it? ▽

△ Blue blocks can be destroyed with eggs.

The white chap following you will bring back a dead Yoshi if you finish the level with him. ▽

△ You can eat these chaps when they're pink, but they're poisonous when blue.

3

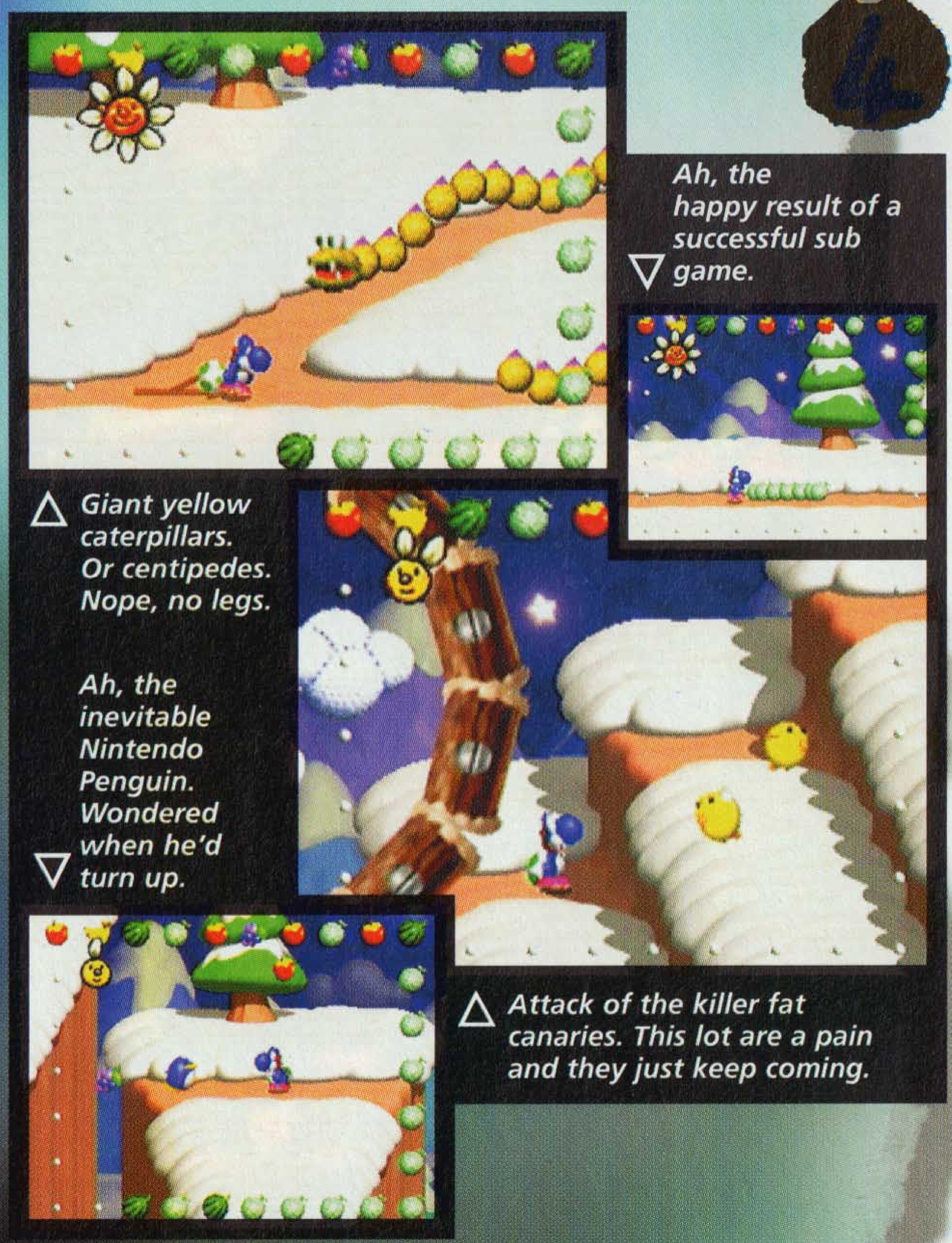


△ Keep your balance on these beams while you aim your eggs. Instant death awaits below.

△ The shy guys throw petal-withering snowballs.

◁ Seagulls with bombs. No it could happen.

4



Ah, the happy result of a successful sub game. ▽

△ Giant yellow caterpillars. Or centipedes. Nope, no legs.

Ah, the inevitable Nintendo Penguin. Wondered when he'd turn up. ▽

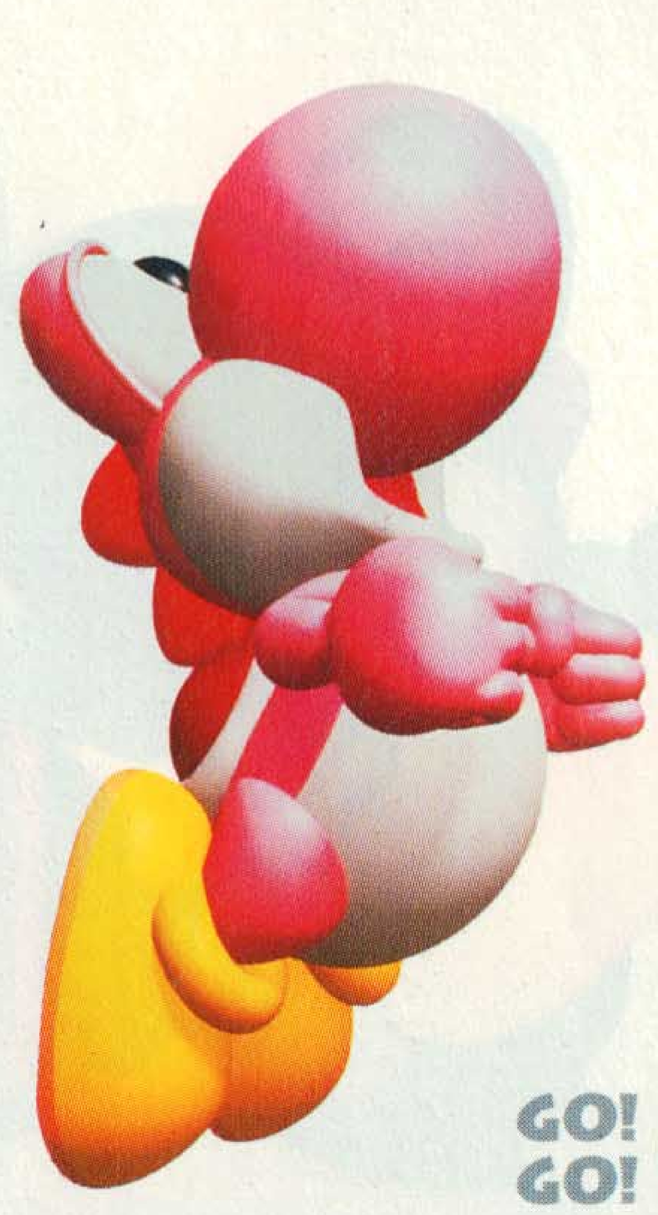
△ Attack of the killer fat canaries. This lot are a pain and they just keep coming.

**WORD FOR WORD**

The real story of *Yoshi's Story*? Here's a straight translation from the Japanese:

"One day, something strange happened to the island Yoshi lives on. It got sucked into a children's picturebook and trapped there. And someone stole the Super Happy Tree! So now Yoshi is very weak and can't do anything. And look! Baby Koopa is responsible for all the trouble.

"However, on an island a little way away, six Yoshi eggs hatched and all the baby Yoshis are just fine. They've only just been born but already they have a difficult time ahead of them. What can we do? Well, we'll make ourselves happy by eating lots of fruit and when we're happy, our world will return to normal. The last page of the storybook is Baby Koopa's castle and that's where he's got the Super Happy Tree. So let's go there and take it back!"



GO! GO! ▷

**LEARN JAPANESE!**
No don't, it's very difficult. The main option screen for *Yoshi* has four options. The first takes you straight to the game, the second to the Challenge Mode, the third to the game options (clear memory, stereo/mono etc) and the fourth, a tutorial game showing you all the basics of *Yoshi* gaming.

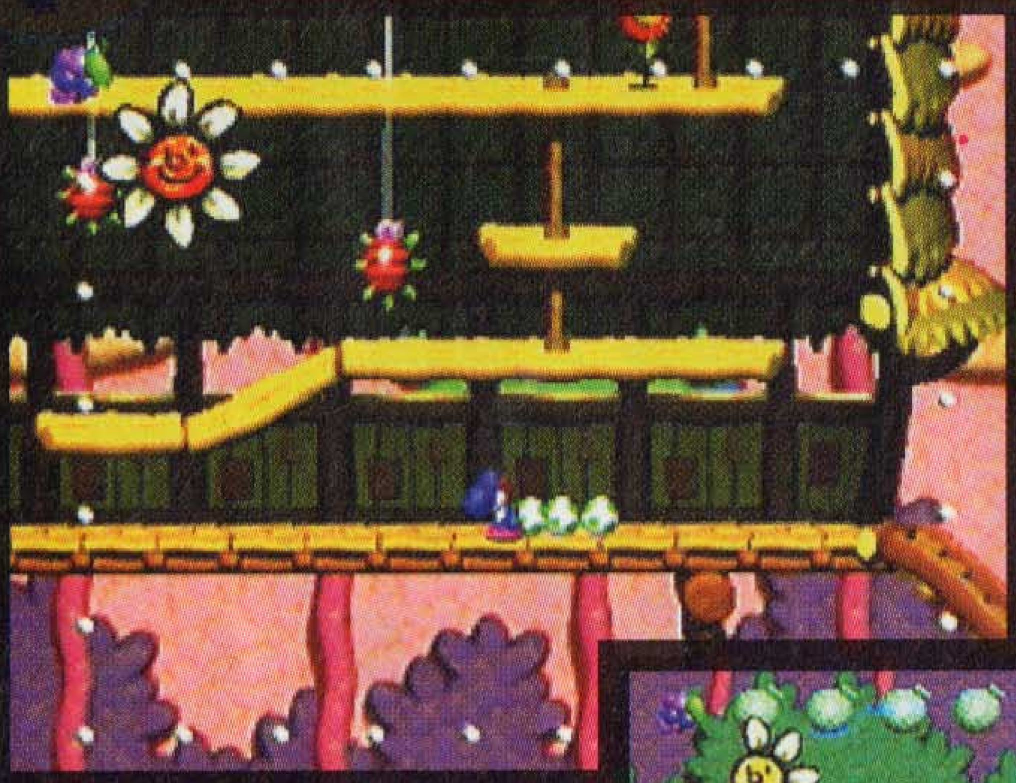
The Challenge Mode is, we'll wager, where most of your gaming ends up taking place. In this mode you can play any of the levels you've completed in the main game, with the express aim of getting ever better scores. Our I'm the Best section awaits your entries.

# PAGE FOUR

## Jungle

Best music of the game on Page 4? Well you can't beat a bit of tom-tom and chanting can you. Quite why the jungle is full of inflatable PVC pillows is a question only the chaps at Nintendo could answer authoritatively. Because they look nice?

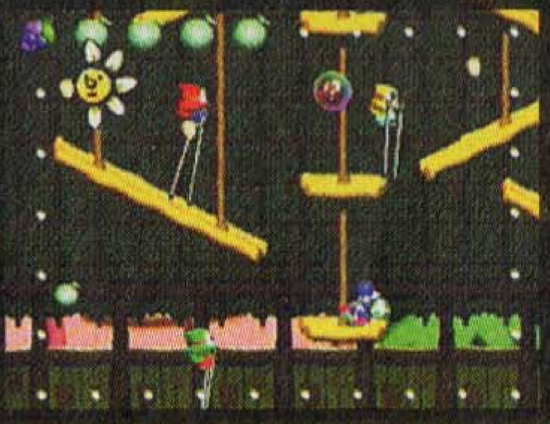
1



◁ Spiders on strings with erratic swinging behaviour. There are plenty of melons to be had, though.

You can see the heart but how to get to it? The entrance is via a pipeway away from here. ▷

◁ Priority health here. Find a daisy and get licking.



Knock these guys off their stilts with eggs before jumping up. ▷

2

Underwater, Yoshi can swim for as long as he likes without air but he can't throw his eggs at enemies. ▷

△ The fat-lipped fish is instant death to any Yoshi unlucky enough to be swallowed.

◁ A ticklish ? box conundrum. Three melons is the aim.

3

△ A triffid? It behaves in a very similar fashion to those dino skeletons on Page 2. It's a bit of a swiz, in fact.

△ The effects of being eaten. That's one very tiny Yoshi we have there.

Plants with long tongues. Shoot them from up here. ▷

4

▽ Only one petal. Best to take the apple and have done with it.

△ Power dive on the heads of these chaps to squish them down and let you past.

▽ Shoot the melon but be quick with your tongue.

# PAGE FIVE

## Underwater

Ah, the relaxing pull of the currents and the warm bath-like quality of the tropical water. Sit back and relax in a very gentle series of levels. And if you were eaten by the fat-lipped fish on Page 4, relax, there's nothing like that here. Yoshi doesn't even need an aqualung.

1

△ The head of this worm thing is harmless, but the green spines on his tail take three petals at a time.

△ If you want all three hearts easily, level one is the one to go for.

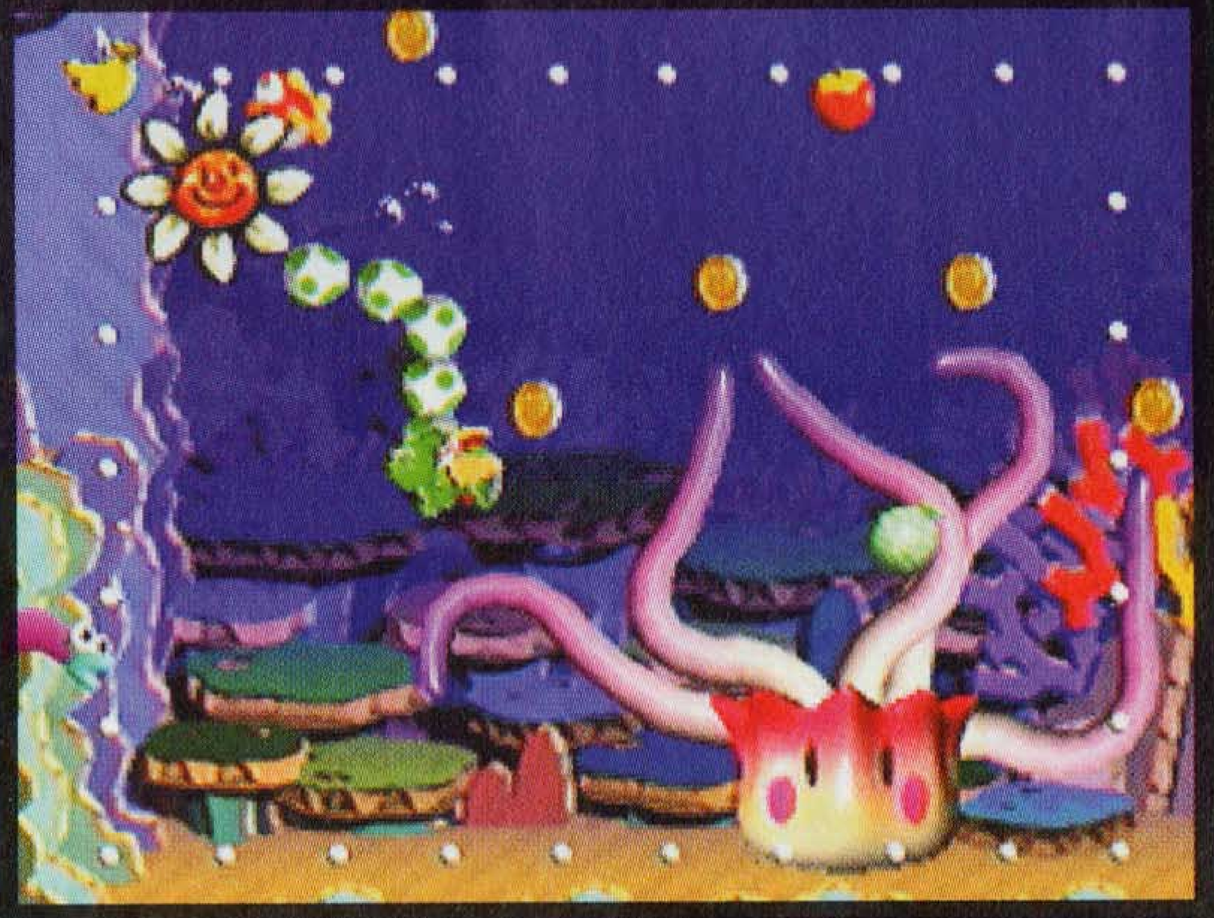
◁ Don't eat the spiny fish and don't swim too close, either.

2

Trailing eggs around underwater ▷ isn't a disadvantage, it's just not at all helpful.

◁ Oysters release a stream of Yoshi-hampering bubbles.

Those tentacles. Yes, you guessed it, they sting. ▽ That single melon now looks a lot harder.



3

Hop up into the clouds to find this entrance to a sub game. Don't know why Yoshi looks so puzzled. ▽

△ A desperately un-tricky bit of pole-avoidance called for here.

▽ Shy-Guy on pogo stick. EAT HIM!

4

△ Level four is for the stress-hungry. The pirate ship in the background fires those bombs.

△ Keep moving is the answer, but as for finding all the melons – tricky.

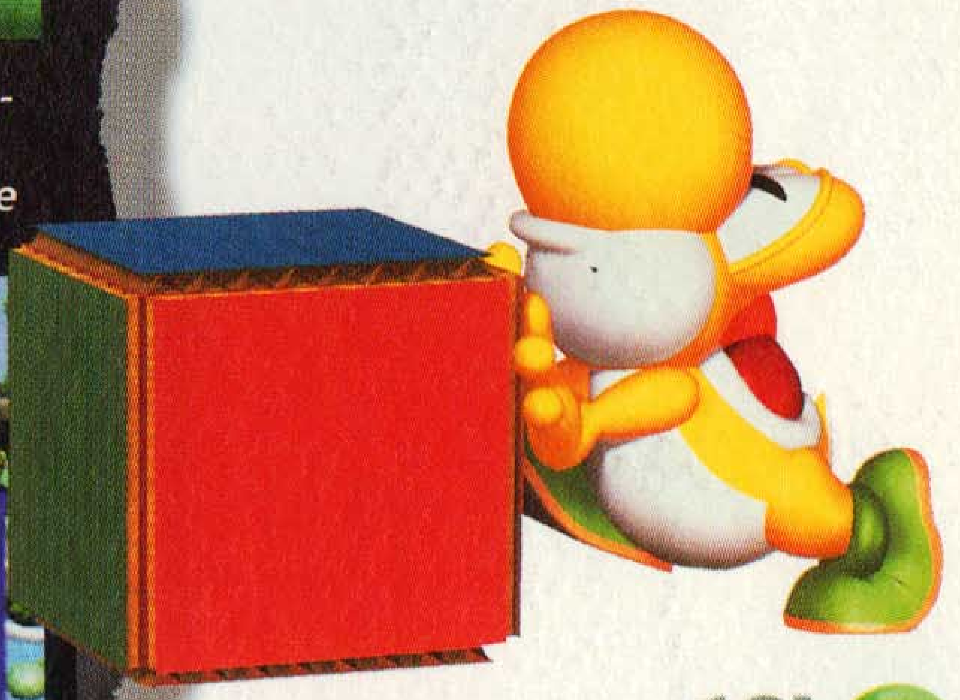
Cannons, seagulls, bubble ▷ fruits in your way. All we need now is for those fat canaries to turn up.

### TAKE HEART

Hidden in all the levels are big red, strangely singing, happily smiling bonus hearts. As the levels progress, they get harder and harder to find. There are three hearts to find on each level, and the number you get (plus one) corresponds to the number of levels you can choose to play on the next page of the storybook.

### HA HA! I AM INVINCIBLE!

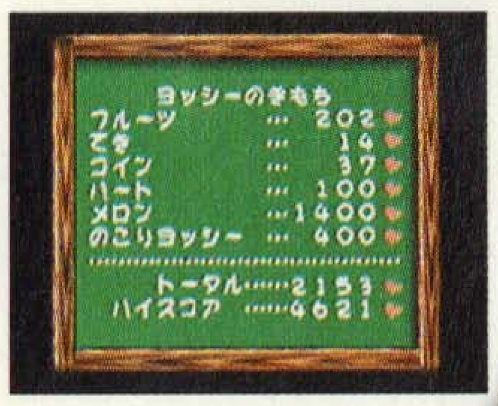
Collect six of the same fruit in a row and a little red heart will parachute down from the top of the screen. Slurping it up will furnish your Yoshi with about 20 seconds of invincibility as well as a heavy metal remix of whichever tune happens to be playing at the time. Rawk!



GO! GO! ▷

**BOXING CLEVER**
Scattered around most of the levels are friendly blue boxes with big question marks on them. These boxes always lead to some kind of fruit bonus – be it a simple extra melon or an entrance to a whole new sub game – but the way you deal with them is different each time. Some require a simple power dive to break them open, some require moving to use as a step up to a higher ledge, and some seem to need coupling with a similar box to produce the desired effect.

**I'M THE BEST**
Central to the replayability of *Yoshi* is its level-by-level scoring system. The most important aspect to achieving a big level score are the special melons mentioned above, but there are an intriguing four other criteria on the summary screen. Almost certainly included here are the hidden bonus hearts and the gold coins scattered liberally around each level. As for the rest, we're working on that.



# PAGE SIX

## Koopa's Castle

If hell had legs it would have run in here. The game's hardest four levels are, unsurprisingly, here at the end. It's still not too difficult to crawl through unbeaten, but as for getting a good proportion of melons... We'll be getting someone with a lot of time on their hands to do the tips.

1

△ Once the cogs start to turn, Yoshi has to run to stay on. Melons await, however.

△ Pressing here gives you a limited time to tongue-leap up to some melons.

◁ Keep walking or slip off the side of these tumblers.

2

▽ More thermal action. You need to start from the top, though.

△ Buzz saws on railway tracks. Sticking your tongue out at them does not help at all.

▷ It's all in the timing but Yoshi's right to look worried. He'll need all the fruit he can get on his way up this section.

◁ Eat the shy guy for an egg and then release the melon floating around in the middle. Simple.

3

◁ While this rotating screw tries to send you backwards, you've got these spiky rock things to contend with.

It's the new Schmoo and his friends! Yoshi has to walk constantly to keep aboard. ▷

◁ Ah, made it to the top door. Time for a breather and a quick fruit count.

4

▽ A bouncing ball with teeth. Bit of a nightmare, really.

△ Red hot lava spews from pipes and drips around this level.

The friendly dragon's back to guide you across the lava sea. ▽

◁ A rare chance to catch your breath. Not the easiest of levels, this.

**By nature, I do not like cuddly. Fluffy animals with endearing eyes leave me cold. Cartoons with loveable, hugable characters engaging in tales of stomach-churning pop morality leave me with a building, stomach-growling nausea. How much better would *Diddy Kong Racing* have been with eight half-decent characters instead of the furry travesty-fest we ended up with? At least one percent, I'd say.**

However, Nintendo do seem to manage wonderful things with their diminutive lovables. And despite the fact that *Yoshi's Story* makes the Teletubbies seem like News at Ten and spares no opportunity *at all* to achieve maximum fluffiness, somehow it never induces the desire to hold a Yoshi up against a wall and shoot it. From your Yoshi's treasure-searching sniffing antics to the child-like singing between levels, *Yoshi's Story* will thaw the blackest of hearts.

Characterisation, of course, is only the surface sheen of a Nintendo game, and *Yoshi's Story* is no exception. Every element of its game design fits together with a satisfying click. You know, while you're playing any of the 24 levels, that the game has been play tested to destruction. The hard bits have been finely judged, the hidden bits hidden with just enough of a clue, and the scope for practice and improvement is – as with *Starfox* – pleasingly wide.

However, where games like *GoldenEye*, *Starfox* and *Mario 64* are polished as well as original and innovative, *Yoshi's Story* is very obviously a re-tread of the SNES classic. Experienced gamers, those that have tucked away *Yoshi's Island* and a couple of 16-bit Mario games, will find nothing new here in terms of game design. The chances are, they'll also find the N64's first 2D platform game far too easy in straight story mode. A good day's play should see all 24 levels accessed, if not all their secrets found.

However Nintendo have had to make a careful compromise with *Yoshi*: to provide both their old fans and – they hope – their new recruits with equally rewarding experiences. New players will find the game itself a challenge, but for anyone with a little bit more experience, the Challenge Mode – allowing any completed level to be played in isolation with high scores the goal – will soon be the focus of attention. It's a difficult balance to strike and Nintendo have been fairly successful. If anyone's going to feel short-changed, though, it's going to be veteran platformers.

The reason *Yoshi's Story* is not a 90+-scoring game is not that it's too easy, though, it's that it's so consciously retro. While it never frustrates, irritates or disappoints, none of it comes as much of a surprise. The Nintendo traditions Mr. Tezuka has drawn from are strong enough to make *Yoshi* great fun – and it really is one of the most lovable games on the N64 – it's just that alone they can't quite make it an absolutely must-have game.

**JAMES ASHTON**

**BLACK AND WHITE JOIN THE FIGHT**

So far we've found two extra Yoshi's: a black one on the first level of Page 2 and a white one on the second level of Page 3. To liberate them, you need to collect their respective eggs and finish the level with them trailing along happily behind you.

△ Another boss bites the dust but it was a close-run thing, this time.

The Michelin Man ▷ boss takes only three eggs for a knock out.

Scaling out does ▷ happen but mainly only in this first jungle level.

△ One happy blue fish after a Yoshi meal. Gah!

◁ Swing on the mallet pendulum to raise the weight.

Falling off a cloud around here would be a very ▽ bad thing.

**ACCESSIBILITY**

Scoring is still a bit of a mystery but you can get by with everything else fairly easily.

**8 VISUALS**

Never has a 2D platform game looked this great.

**9 SOUNDS**

Great music and automatic re-mixing. There's even a Yoshi rap.

**7 MASTERY**

Proves the N64's capabilities in the 2D field. Plays perfectly but lacks any real innovation

**8 LIFESPAN**

See it as a 'high score' kind of game and you'll be playing *Yoshi* for weeks.

**VERDICT**

Lots of very familiar fun, but perhaps not the all-time classic we were expecting.

**86%**

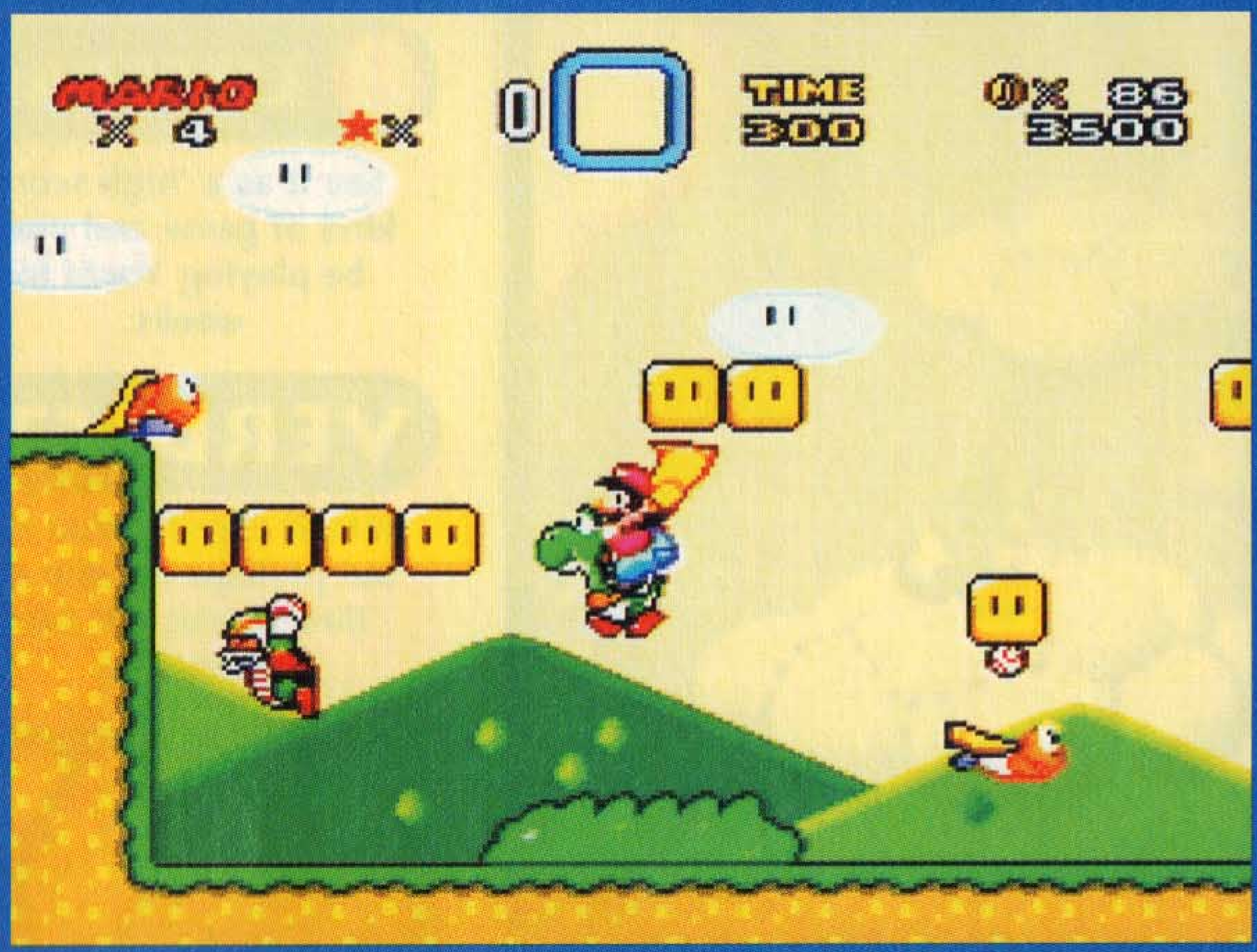
**Roooooaaaaaaarrrrrrr! Roar! Roooooaaaaarrrrrrr! Erm, roar! Dinosaurs ruled the Earth over 250 million years ago, but since then they've been a bit quiet. Thanks to computer games, though, they're back, with their undisputed king at their head. With his latest performance currently receiving worldwide attention, we take this opportunity to profile the career of one of Nintendo's most valuable players. Ladies and gentlemen we give you... Yoshi.**

# LIZARD KING

## Yoshi – A career in games

**Perhaps the most famous video gaming dinosaur of all, Yoshi made his debut as Mario's runaround in *Super Mario World* on the SNES. His entrance could hardly have been more memorable, suddenly appearing at the touch of a white and green-spotted box, and although his basic role was simple – (1) carry Mario about, (2) suck up and spit baddies out again – his fluffy little ways and lack of saliva immediately touched the hearts of millions.**

His next appearance, in *Super Mario Kart*, was equally as lovable, offering the player a superb mix of solid handling, little swerve and comfortable top speeds in a world dominated by average characters (Princess Daisy, Luigi) and fat, slow-to-accelerate dumpsters (Bowser, Donkey Kong Jr). He might have been easy enough to bash about, but he never *appeared* to bear a grudge, choosing to decapitate his enemies behind the scenes in order to maintain his lovable screen persona.



*Yoshi's Safari was a career low point for the Yoshter.*

*A star performance in* Super Mario Kart.

*Mario's carriage. Humble beginings for Yoshi in SMW.*

Then, like all the best celebrities, he went through a lean period. The *Tetris*-like *Yoshi's Cookie* was okay, but the hit-or-miss *Yoshi's Safari* (compatible with the disastrous Superscope) dashed his reputation like a galleon on the rocks. Later, he seemed to confirm himself as the ailing superstar with brief appearances in rotten Mindscape Nintendo licences *Mario's Time Machine* and *Mario is Missing*, the latter labelled "a geography learning adventure". Yawn. It almost seemed that, away from his mentor and favourite director, Shigeru Miyamoto, Yoshi struggled to give a convincing performance.

However, in a John Travolta turn of events, he returned triumphantly, first in the briefest of brief cameos in Game Boy wonderfest *Legend of Zelda: Link's Awakening*, and then – most

# With brains the size of hens' egg

**There can be no doubt that Yoshi is the leading dinosaur of his generation. Although he's far from the only dinosaur to enjoy Nintendo success, few others have managed to keep their careers on the road for so long.**

### Dinosaurs – SNES, 1992

The infamous dino-sploitation game of the SNES's early years saw a host of dino unknowns ham their way through a series of poorly-directed set-pieces. "We all knew that we were being taken advantage of," says Toby Rex, now a Middlesex small-holder, "but we were kids, and we all needed the money desperately. There was a great team spirit, though"

### Primal Rage – SNES 1995

Directed with a shocking immediacy that almost compensated for its simplistic treatment of the subject matter, *Primal Rage* was the story of dinosaurs fighting. Continually. Dispensing with factual accuracy in favour of maximum shock and gore, Time Warner Interactive's game was never going to make stars of its dinosaurs and all sank back to obscurity when the sequel was canned in late '95.

### Jurassic Park – SNES 1994

A SNES licence from Spielberg's notoriously dino-hostile film, it was never the game to establish dinosaurs in the hearts of the public. "All the dinosaurs were trained actors," says Terry Dactyl, who took a small role in the game, " but we were chronically wasted. I mean, you can only take shouting 'Rooaaaaarrr' and eating screaming people to a certain level. There was no interest in developing the dinosaurs' story at all."

### Turok: Dinosaur Hunter – N64 1996

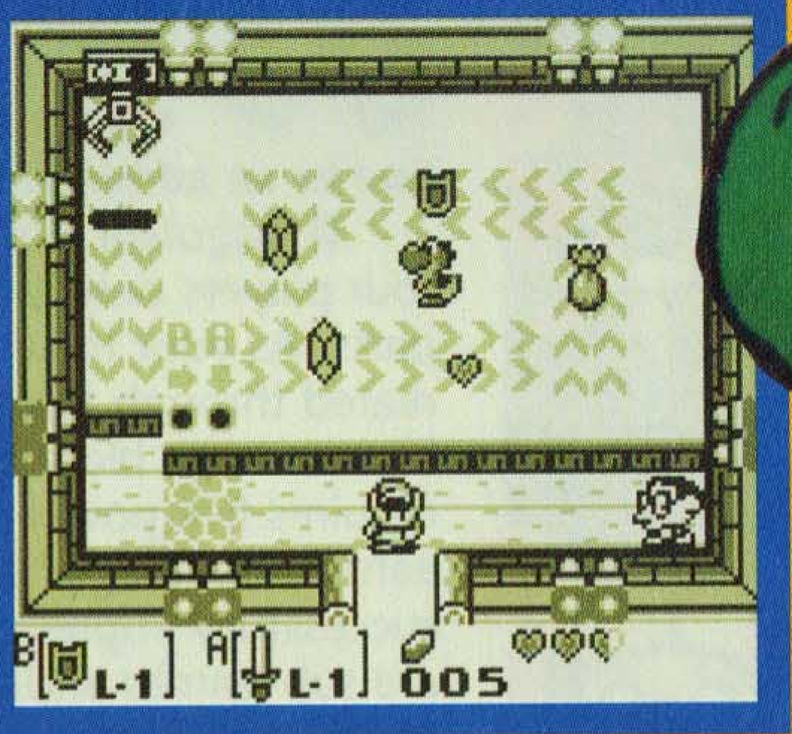
The all-time nadir for the dinosaur acting community came with Acclaim's 1997's dino-splatterer. Stripped down to its barest essentials, *Turok* was a story of one man's mission to kill as many dinosaurs as possible. "The characterisation was so weak, many of us were hired to play multiple roles," says Verity Raptor, a former cast member now working in a Welsh abbatoir. "I played 'decapitated dinosaur' near the beginning, 'dinosaur with legs blown off while running about' an hour in, and 'twitching corpse dinosaur' at the very end."

### Diddy Kong Racing – N64 1997

*DKR* made a laudable attempt to present the dinosaur community in a positive light, with one racing world dedicated to the merits of a pre-historical age and at least two dinos in leading roles. Although the game went on to be a commercial success, it was its epic nature, not its characters, that caught the public's imagination. The possibility of a sequel with an all-new cast is not beyond the realms of the imagination.

◁ *Yoshi's Island* on the SNES remains a career highpoint and still one of the finest platform games around.

*A Game Boy sparkler,* Legend of Zelda: A Link to the Past *so a cameo role for Yoshi.* ▽



notably of all – in his own game, *Yoshi's Island*, which was generally regarded as the finest SNES platformer after *Super Mario World*. Certainly, it was enough to restore his reputation to pre-*Yoshi's Cookie* levels and garner him a truck-load of new work.

His first N64 appearance was a charming little walk-on at the end of *Super Mario 64*, turning up to award Mario 100 lives and a super-bouncy jump. Confidence fully restored, he reprised his original role in the sequel to *Mario Kart*, the much acclaimed *Mario Kart 64*. The role was a quiet triumph for the dino who'd known such a turbulent career, offering the inexperienced and experienced alike the perfect opportunity to compete for honours and becoming the preferred character of other big-name stars like Geri Spice and Wil Overton.

*Yoshi's Story* is the Yoshter's most recent release and, while it may not boast the sheer originality or epic quality that marked *Yoshi's Island*, it's a fine performance given away from the Miyamoto's immediate directorial influence. Asked to sum up his career, Yoshi would provide only the briefest of answers: "Mario should lose some weight."

## Over to you

**Have we missed out your favourite dinosaur game or dino character? If so, note it down, along with a brief explanation of why we should have included it, and send it to:**

**There's more to us than teeth and scales you know, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

▽ Success for my power drain ploy. I laugh like the bird-spring I am.

△ Advance with a timed cannon burst. I think. (Tch.)

▷ Repel alien saucer attack with a big hand that plucks invaders to a grippy doom. For points.

△ My opponent fortuitously lands on Big Rice Fridge.

# TAMAGOTCHI

## "Ah, Mr Bond. Shall we decide your fate with a game of baccarat? Perudo, the dice game of the Aztecs? Or..."

### It Was A Dark And Stormy Night

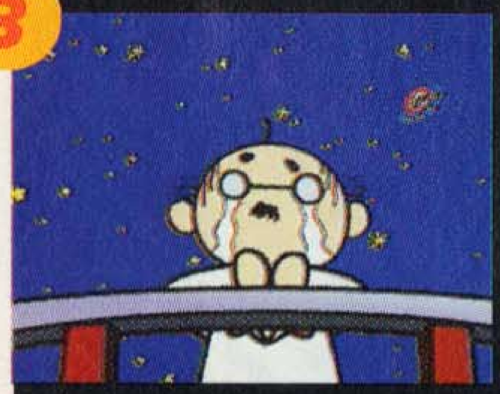
*Tamagotchi World* has a story, but who cares in the slightest. Assume the mantle of a latter-day Fred Harris and invent your own.

1

◁ Once upon a time, some _______ were _______ in their special ship.

2

Elsewhere, a ____ thought of six ____ with fondness. ▷

3 

◁ "Ah, _____. Your _____ haunt me still. But now you are all in _____."

4

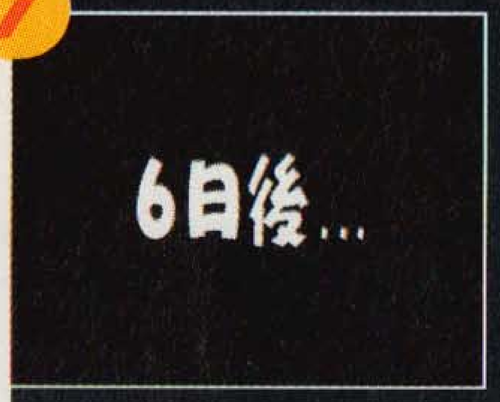
"_________!" "_____ _____ _____!" KABLOOIE! _____ ! ▷

5

◁ The shrill cries died on the night air as they tumbled off into the ______.

6

"This gives me an idea. I shall _____ astonishingly." ▷

7 


◁ ___ months later...

8

"Reinvigoration process complete. Go Go!! ______." ▷

**Apparently I am one of only two people in the world never to have seen a Tamagotchi, and the other one is me as well due to an administrative error.**

*Tamagotchi World* is a board game for four players only, the N64 taking the extra parts. As your trusting blob has to be reared through four generations from tiny blob to large blob, and each generation requires five power stars, and each turn earns on average half-a-star if you successfully impress your charge, and there are sub-games and influential chance cards, you'll appreciate that this takes a long time to play. About 90 minutes, in fact, or one-quarter the length of two copies of Monopoly laid end to end. In the boot of a Toyota Corolla.

*Tamagotchi World* is irresistible. From the lovely, stylised graphics to the gleeful blob squeaks, it's enticingly playable. And it *is* a proper game; while the board part is as skilful as rolling dice ever was, there are enough sub-games, surprisingly brutal opponent-knacking opportunities and deeper-than-you'd-think power-boosting blob-pleasing moments (it pays to work out their favourite food, for instance) to make a victory properly won. (Except when I came second at the last possible moment to a floppy mutant dog. That was a travesty.) There's even the essential SocialInterAction element of suspenseful vengeance when you idly flick between opponents to decide whom to teleport to a crap square or devastate with your Drain Power card.

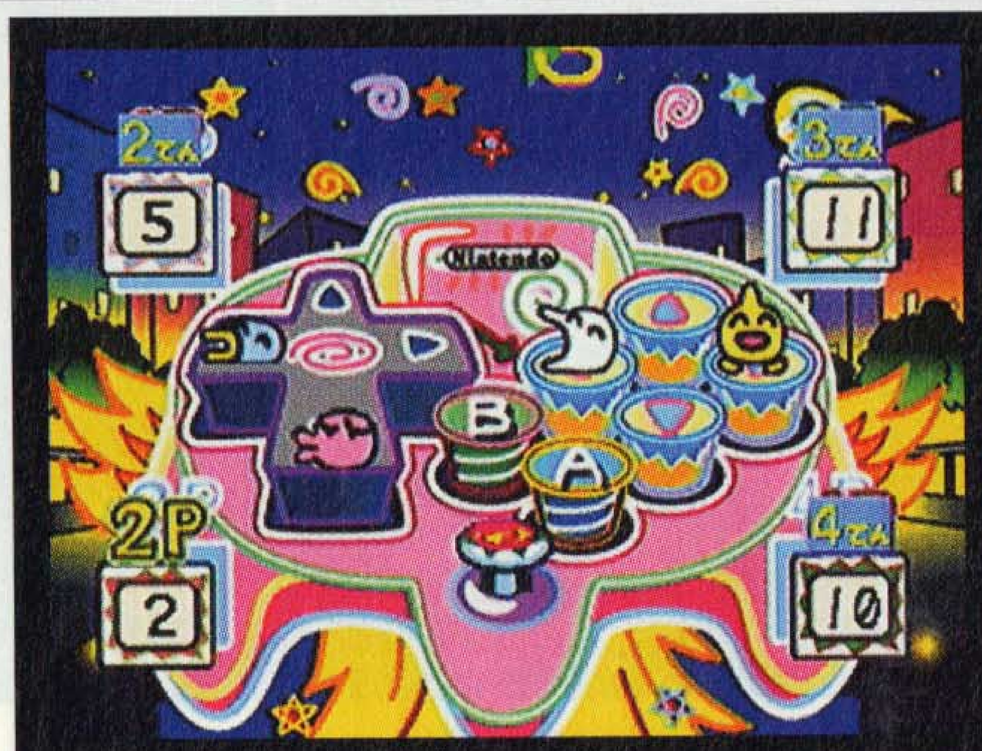
The signature part of the game is that your blobs are vital to success, but a bit independent. Innocently they spread distress, dozing all the way through your turn, pouncing on each other's food, falling violently ill at precisely the wrong moment and generally demanding attention unreasonably. (Riggedly, if your blob is obstinately unhelpful, you must deliver a stinging admonishment.) However, considering that over the course of playing thousands of video games I've killed something approaching eight hundred million people without the least remorse, it is a credit to Hudson's powers of conjuring believably characterful blobs that not once did I hate my unruly egg-spawn.

## GAMES – BUT ON A BOARD GAME GAME

Games within *Tamagotchi World* take two forms. First is the Random Blob-Bonding type. Here, your blob (say) looks at a number, and you have to guess whether it's higher or lower than the one in its blob-mind. The extreme version of this is a sort of mallet Russian Roulette, in which it dodges about and you try not to smack its face off.

Type two is the Genuine Sub-Game. There are ten, the cleverest of which I've seen so far has the blobs leaping about a giant N64 joypad. First to press the button their blob alights on wins.

A selection of game highlights is presented for your edification like a poorly-structured, slow-moving cinema trailer.



◁ *Press! the button your blob lands on. With alacrity.*

▷ *Race! through an electrified maze to seize the stupid prize at the centre.*

▷ *Drill! through the cold, cold ground like in Battle Beneath the Earth. But without the unconvincing Chinese make-up.*

◁ *Propel! discreet excrementitious blobs at one another. Starring! Richard Harris as Masten Thrust, from 1975's The Last Dinosaur.*

### SUBTEXTUAL MEANINGFULNESS

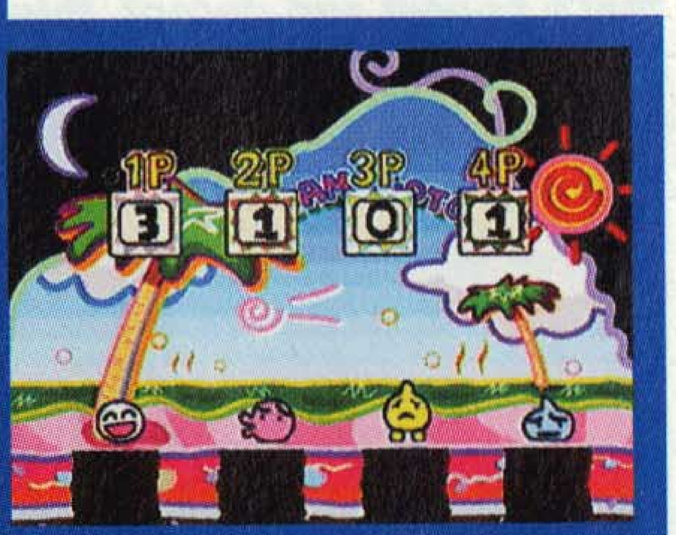
If you're bored arguing about whether Starship Troopers is sufficiently ironic, why not turn the discussion to the philosophy of Tamagotchi? Does it encourage fostering and tolerance and subtly combat the prejudice of difference? Or is it social imprinting with the emphasis on discipline and the ideal of the good citizen? One thing's for sure, if you talk to me about it, I'll punch you in the face very hard.

# WORLD 64

| Tamagotchi World 64 | | | |
|---|---|---|---|
| BANDAI/NINTENDO/HUDSON SOFT | | | |
| Japan: Out now | 96M | | 1-4 |
| US: Unlikely | Controller Pak | ~~Cartridge back~~ | Rumble Pak |
| UK: Unlikely | | | |
| ¥6800 (approx £32) | | | |

▷ *You can choose to take a route fatly filled with gambling devices. Erk.*

▽ *A bond of trust is broken with an action of discipline.*



△ *Victory is mine. A typical outcome. Yes it is. I insist this is true. I am the master in my world of blob.*

△ *"Yes, Jonathan, we agree. You are great and certainly deserved to win. But didn't."*

▽ *An inappropriate choice of door in the haunted corridor bit. Doom befalls us all.*

Disappointingly, it is difficult for players not to survive to the end. You have a limited number of action points, but the board sags under bonuses. It's possible to lose all your energy, but that just means you can't improve your blob's standing temporarily. When you lap the board, your points shoot back up. The reason is obvious, but if you're clearly last you're robbed of that board game staple of cheering the player who didn't kill you off. And as landing on a sub-game or event square is down to a random roll, the game can slump at times into stretches of repeatedly pressing A in a sort of blob-blindness. Also, it's a shame there's no in-game twixt-player correspondence – the chance of trading cards, say. (Though you can save your blobs for peer adulation, or something.)

*Tamagotchi World* is fun. It's bright and eventful, and is a game with the pesky blobs in, rather than a showcase of the "concept". It's a party game, no more, and a highly successful one. I should really give it 77%, but I think its pacy togetherness and winning charm are worthy of a bit extra. What the hey, eh?

**JONATHAN NASH**

### ACCESSIBILITY
Japan → UK

Everything is commendably illustrated explanatorily. One game should be enough to unravel any lingering mystery.

### 6 VISUALS
Crayony, sharp, characterful animation. A busily detailed board. Everything looks right.

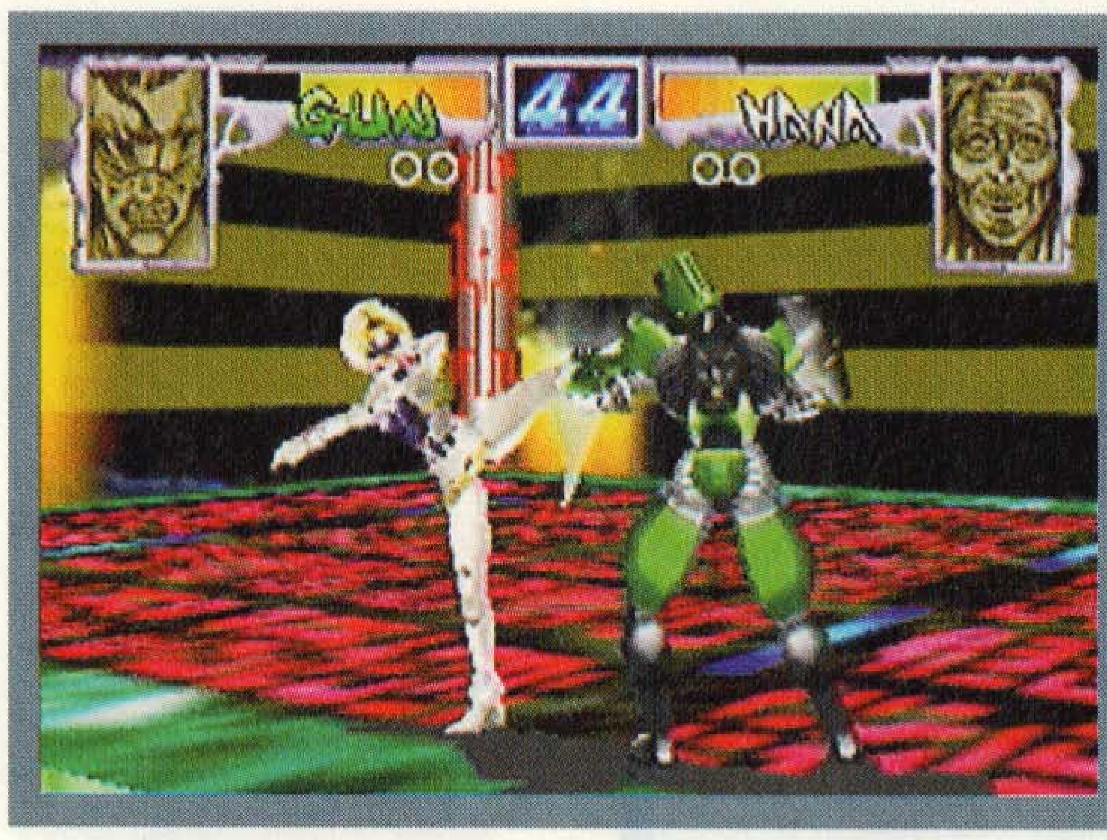
### 6 SOUNDS
Warmingly convincing sub-language squeakery. An eccentric professor and his cleverer assistant commentate. A pop song.

### 2 MASTERY
A mere slightness more than the SNES could handle.

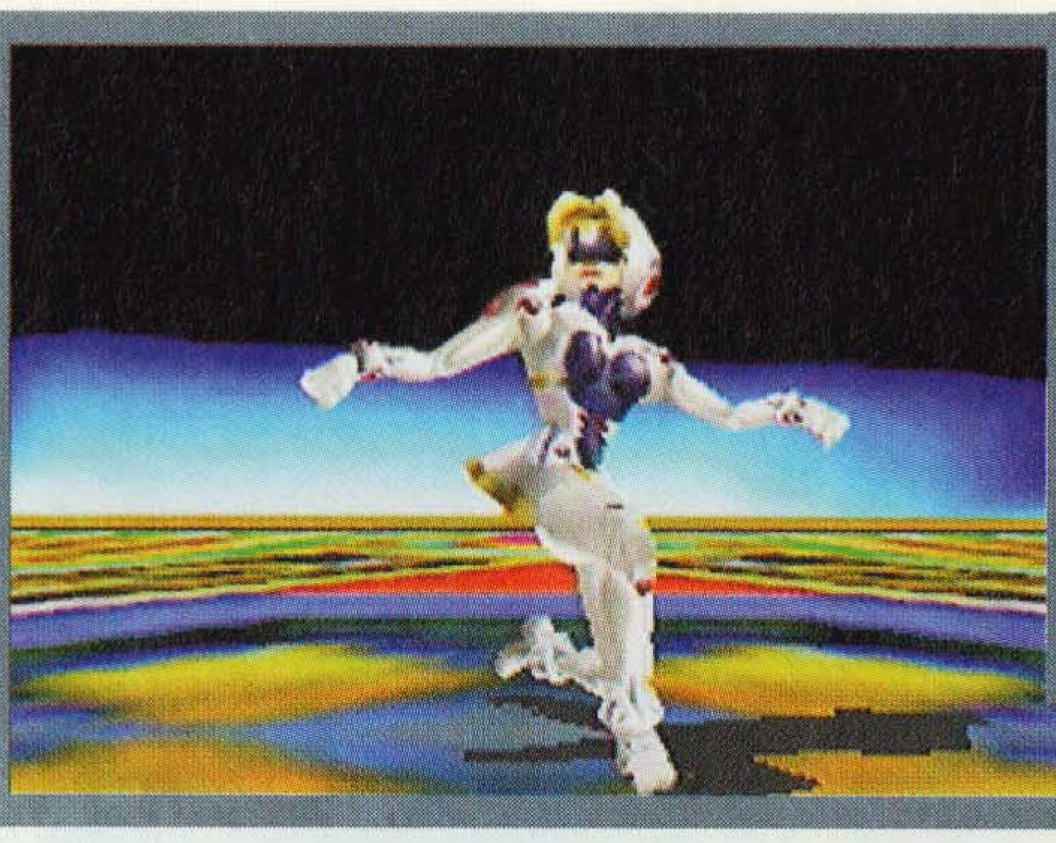
### 5 LIFESPAN
An occasional. But with legs.

### VERDICT
A flavourful and rewarding party board game with Tamagotchis in. Maybe a bit overlong, but classily enjoyable. And the blobs live on at the end.

**79%**



◁ *"Did you realise you've got a drawing pin stuck in the sole of your shoe?"*



▷ *"Mammy, how I love you, Mammy, my dear old Mammy. Thank you and goodnight!"*

△ *Is that a '2' or an 's'? The latter would be more honest.*

# DUAL HEROES

## Dual? Or, in fact, just plain dull?

| Dual Heroes | | |
|---|---|---|
| HUDSON SOFT | | |
| Japan: Out now | 64M | 1/2 |
| USA: TBA | Controller Pak | ~~Cartridge back~~ |
| UK: TBA | | ~~Rumble Pak~~ |
| ¥6980 (approx £33) | | |

**ACCESSIBILITY** (Japan → UK)

The Virtual Player section of the game might cause you a slight headache but, if you've bought this game in the first place, we should imagine it to be the least of your problems.

**3 VISUALS**

In no way, shape or form could these graphics be called good.

**2 SOUNDS**

When have you ever heard cute music in a beat-'em-up?

**1 MASTERY**

We'd be disappointed if this turned up on a 32-bit machine.

**2 LIFESPAN**

It's tricky to master, but you really won't want to play it for too long.

**VERDICT**

Maybe not as bad as *Clayfighter*. But, after all the build-up, Hudson have let us down badly with *Dual Heroes*. Pray it never makes it out over here.

**28%**

Could somebody please explain to me the rules of logic? No seriously, I'm having a *real* problem getting my head around the fact that, after well over a year, somebody still can't produce a beat-'em-up of any real worth for the Nintendo 64.

We all know that the best of the bunch so far is *Mace: The Dark Age* and that's not shabby, but in the name of all that's honest and decent, this is.

*Dual Heroes* has quietly been making noises almost since the N64 was launched. Animated demos showed polygon-packed development characters going through the motions and, even as recently as two issues ago, Hudson Soft's president, Hiroshi Kudo, was mentioned harping on about the game's 'Virtual Player' option – more on that in a bit. But, as with a few N64 titles recently, the end result fails to live up to the expectations.

The hairs on the back of the neck start to rise as soon as you've fired the game up. A laughably bad intro leads into the game's options. You can choose from the now standard selection of one- and two-player games or training modes, and then it's into the battle. Now, graphics may be seen as a far-too-important part of games nowadays, and we could argue that point for months. But, with the power at their disposal, we had expected something a little better from an experienced team such as Hudson Soft. Limp, poorly designed characters add little to the atmosphere, and samey backgrounds do little to improve things.

Experimenting with the range of characters on offer (eight in total), it soon becomes apparent that most of the moves on offer are standard to all the characters. Sure, there'll be a graphical variant in each character, but the end result will be the same. The button combination for a throw or a 'special' kick appeared to be the same no matter what character I used.

Oh, and did I mention the incredibly frustrating delay between pressing the button and the move actually being executed? No? Oh.

*Dual Heroes* does have one unique aspect in the Virtual Player option. Choose one of a number of players and, by a cunning mixture of random variables and head-scratching button pressing, you manage to create a player for yourself and a completely random character to fight against. This may become more interesting if the game ever makes it to the UK (via a decent translator, we hope), but I found it, as with every other feature of this game, tiresome.

If you really must dive headlong into an import beat-'em-up right away, you'd be much wiser looking towards *Art of Fighting Twin* for your (ahem) kicks.

**DEAN MORTLOCK**

△ *Taste my Ever-Ready fist o' death, you Power Ranger™ type thing.*

△ *Why's there a passport photo of Jeffry from* Virtua Fighter *in the top right-hand corner?*

*Spindly robot thing (left) eyes up spindly robot thing (right). "YOU STARTIN'?"* ▽

# TOKON ROAD

## The Japanese obsession with watching large men in leotards continues this month with another one of *these* games...

| Tokon Road | | |
|---|---|---|
| HUDSONSOFT | | |
| Japan | Out now | 64M |
| USA | Doubtful | 1-4 |
| UK | Doubtful | |
| ¥6980 (approx £33) | | |

**No prizes, surprises or hidden nonsense at all here. What you get from Hudson's second game this month is wrestling, pure and simple – grown men (who should probably know better at their age) going at it like the proverbial rat up a drainpipe. And for what? Loads of money and terrestrial fame, that's what.**

But it's all made up, of course and, unlike *WCW vs NWO: World Tour* reviewed last month, the wobbling wrestlers in *Tokon Road* are completely fictitious. As gruesome and completely unattractive (in other words, totally realistic) as they might seem, none of them appear to be based in any way on actual Japanese wrestlers.

Most of the options in *Tokon Road* seem to be neatly catered for, up to four players being able to grunt and moan their way through a respectable array of options. In one-player mode, though, there's just a one-on-one or tag team game available. A training mode (which is fast becoming standard in any sort of beat-'em-up nowadays) is a sadly lacking option, although the developers have been kind enough to include an on-screen indicator to show the button presses used every time a move is performed.

The graphics are decent enough throughout the game, with large, detailed and well-animated fighters, fine presentation and plenty of background detail. Characterwise, there's a total of 16 in the game, with 13 accessible at the start and three more blanked out as secret characters. (The large question mark over them was the final giveaway.)

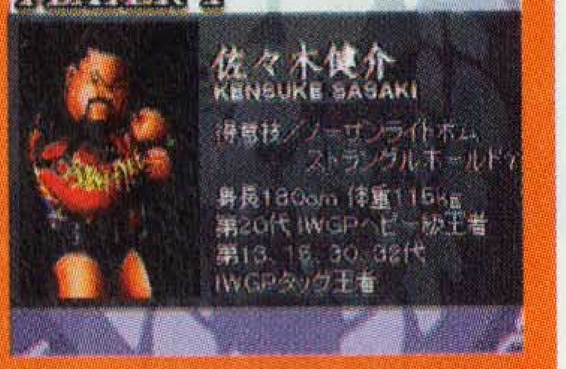
Any beat-'em-up, regardless of its format, will only succeed on the strength of the range of moves available and how well they work. *Tokon Road* manages to impress on both counts. As the moves are shown onscreen, complete with a straightforward joypad configuration, it's pretty easy to get straight into the action without too much trouble. Another pleasing point is that there appears to be a wide selection of moves obtainable for each of the characters and all of them are pretty uniquer.

On the downside, though, and this is a point that was wisely passed on to me by someone watching me review the game, the whole basis of wrestling is built on showmanship. Fights are carefully staged and moves created for maximum theatrical effect, while actually causing no physical harm. (Yes, I know there's the odd accident, but you know what I mean.) Putting that into a game where you suddenly have complete control over the action seems to make it far more methodical and less satisfying.

Although *Tokon Road* is a solid enough game in its own right, the far more impressive *WCW vs NWO: World Tour* is out in February and that, complete with their official licence and the fact that you don't have to wade through Japanese text (although, to be fair, *Tokon Road* causes few stumbling blocks in that department) means that you really should probably think about getting that rather than a more obscure import title such as this.

**DEAN MORTLOCK**

"Boo!" "Stop sitting around and fight!"

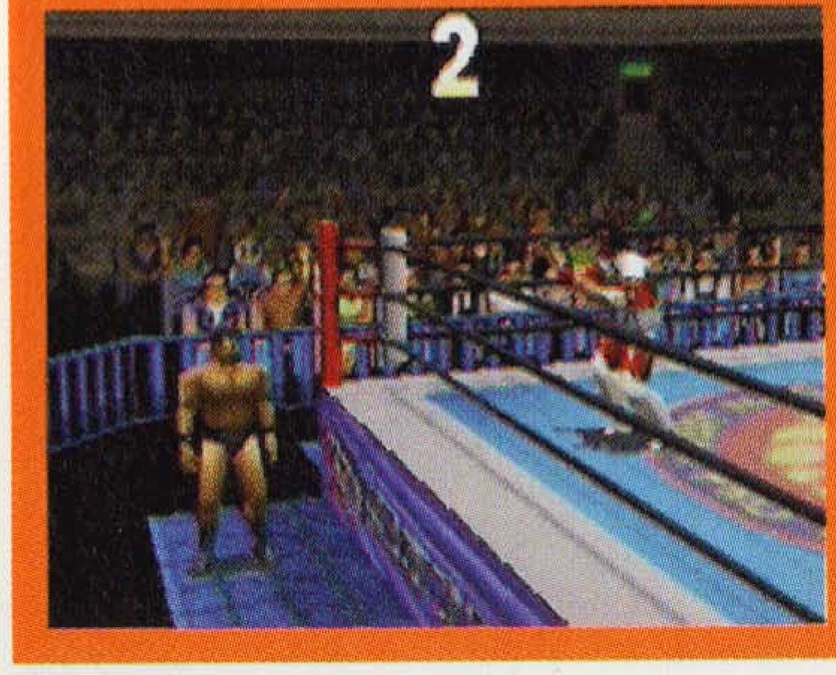



Kensuke here is 180cm high.

"Sorry, mate. It was just a playful nudge."

"I'll catch you, really. I've got an honest face."

There is momentary confusion over the rules.

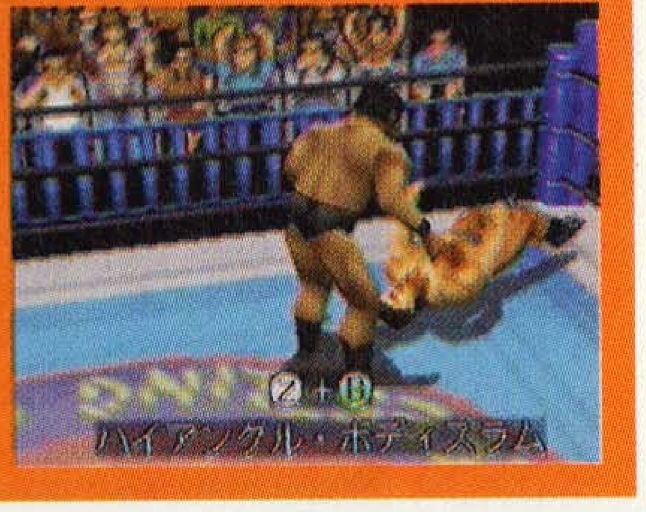


Kiruribu was great at catching house flies.

This move is known as the Thunder Manicure.

That looks spookily like Bowser in the top right.

Tokon Road is by no means awful, but WCW vs NWO is miles better.



### ACCESSIBILITY

There's a fair amount of Japanese text, but the important bits should be easily understandable.

### 5 VISUALS

Okay, but certainly nothing too special.

### 7 SOUNDS

Good tunes and effects. Was that the odd grunt there I noticed?

### 5 MASTERY

Sound enough in every department but nothing groundbreaking.

### 7 LIFESPAN

There're three hidden characters and plenty of options.

### VERDICT

Fine, but it's arrived about the same time as the superior *WCW vs NWO: World Tour*, and it's in Japanese.

**49%**

△ One of the best things about Snobow is the way the races are always so close.

◁ To the victor the spoils. Bits of coloured paper in this case, it appears.

△ Tommy in last place once more. It's a tough life for fat kids.

◁ Jostle in the lift queue to make up some places.

# SNOBOW

## Fat kids on snowboards sliding down patently un-slippy surfaces. We love it.

APOLOGY

Wrong, that's the word. Wrong, wrong, wrong. We played *Snobow Kids* momentarily at Space World and – as we now know – for some reason it was stuck in stunt mode, the very least impressive part of its repertoire. Had the show not been closing and *Zelda* a little less enticing, we would have found that *Snobow Kids* – from development minnows Atlus – is actually a bit of a gem. Best news of all, Nintendo have acquired the rights to translate it for us Europeans, meaning PAL *Snobow* will be with us in March.

So what did we miss? An excellent one-player race mode for one thing, boasting some of the smoothest most intutive use of the analogue stick since *Mario 64*. A power-up system three times as simple as *Diddy Kong*'s but at least five times as much fun. And – best of all – the best multiplayer racing since *Mario Kart* – honestly. Throw in some Japanese lunacy (snowboarding on a mountain made of sand), a really fat kid who never wins and the vacuum-packed freshness of the jostle for ski-lift priority and we have the surprise Star Game of the N64's short life.

Sorry, then Atlus, for page 63 of last month's **N64** Magazine. We hope the next four or so make up for it.

| Snobow Kids | | | | |
|---|---|---|---|---|
| ATLUS | | | | |
| Japan: Out now | 64M | | | 1-4 |
| USA: TBA | | | | |
| UK: 6th March | ~~Controller Pak~~ | Cartridge back-up | Rumble Pak | |
| ¥6800 (approx £32) | | | | |

## Ways To Play

A snowboarding game, yes? Race down a mountain, repeat until tired? Nope, there's far more to *Snobow Kids* than that.

### Downhill races

*Use your racing skill to beat Snobow's six tracks and two secret courses. Rather than simply racing straight down the mountain, though, once reaching the bottom you've got to hop onto the ski lift to go back and do another lap. The first – and shortest – course requires a total of five lifts and runs.*

### Skill game

*What could be a more obvious addition than the option to race all of Snobow's courses shooting giant snowmen with the aid of a board-mounted rocket launcher? It's a combination of time and accuracy that'll earn you a place on the High Scores board.*

### Time attack

*Bit dull time attacking? Not with a bit of Snobow magic. Spread out along your chosen Snobow course are little speed-up fans, similar to the power-ups you sometimes get in a straight race. The idea is to hit every single fan consecutively, giving your boarder continual speed assistance.*

### Stunt mode

*Well, okay, it couldn't last. The stunt mode features one of those half-pipe affairs as well as one of those pole-over-water things. Scores are awarded for the number of stunts performed but, really and truly, none of it works that well.*

◁ Four player mode: acceptably smooth and crates of fun.

The course of perpetual night. Still, it looks lovely, no? ▷

▽ Snowboard without snow. Fine.

# KIDS

**WHAT IF I'M BROKE?**
If you try to pick up a power-up with no cash in your wallet you'll bounce off the power-up block and fall over in an embarrassing fashion. Try to pick up a power-up too soon after someone else and you'll collide with the solid top of the block, also causing a fall.

**UNFAIR ON FATTIES**
Poor old Tommy. He's too fat, you see, and unless for some mad reason you pick him as your character, he always ends up struggling across the line in last place. On the Character Select screen he tops the chart for speed, but with all the steering expertise of a Portakabin, he just can't seem to make it around the bends. Time for the Diet Cokes* we feel.

*Effective only as part of a calorie-controlled diet.

## GETTING WHAT YOU PAY FOR

**Where would a Nintendo racing game be without power-ups, eh? *Snobow*'s system of doing things is excellent and it's largely this area of the game that ensures that – as with *Mario Kart 64* – multiplayer races are always excitingly close and – unlike *Mario Kart 64* – the CPU opposition are increasingly difficult to beat.**

***Money***
For each power-up you want to collect, you'll need a one hundred-dollar gold coin. These can either be picked up off the track or earned by doing stunts during the race. Money you have left over at the end of a race gets added to any prize money you earn. There are two types, and you can carry one of each.

### Red power-ups

**Operated with the Z trigger, red power-ups come in packs of three. They're missile power-ups of one kind or another and can only be fired forwards, from the front of your board. They include:**

***Bombs***
Blow your competition into the air. The explosion area is large, though, and you can easily take yourself out if you board into it.

***Ice beam***
Turns your opponent into a block of ice for a couple of seconds. Be careful not to crash into them in this state.

***Snowman***
Turns your hapless mate into a large snowman. Unable to steer, he carries on in a straight line until he crashes.

***Slappers***
Chase off after the boarder in front and slap him to the ground.

***Parachutes***
Fling their helpless victims into the air only to have them floating extremely sloooowwwwwlly back to earth.

### Blue power-ups

**Blue power-ups are activated via the B button and are slightly more defensive and/or long range than the red variety. They include:**

***Rocks***
Chucks a rock off the back off your board, tripping anyone unfortunate enough to run over it.

***Fan***
A little propeller attaches itself to the back of your board and boosts your top speed.

***Invisibility***
Renders your boarder invisible and invulnerable from attack.

***Ghost***
A little ghost appears around your boarder before rushing off to find your highest-placed competitor. Once there, he'll hover around the boarder's head, slowing him down by about half.

***Frying Pans***
Well, gold coins, really. Releasing these sends one coin/pan to each of your competitors, spamming them on the head and flattening them.

GO! GO! ▷

**FAMOUS FIVE**
Only five racers to chose from initially, although more become available when you finish the game. The biggest difference between them is their ability to turn sharply – don't choose fatboy Tommy – but the speed differences are also quite pronounced. Jam was **N64**'s initial racer of choice, but now we incline more towards Linda.

***Slash***
A good all-rounder (when he's not playing guitar in Guns and Roses).

***Nancy***
A girl *and* the best character in the game. Surely some mistake. Jonathan's favourite.

***Jam***
Short for James and, with a certain amount of predictability, James's character of choice.

***Linda***
She's fast but what good's that when you keep hitting the side?

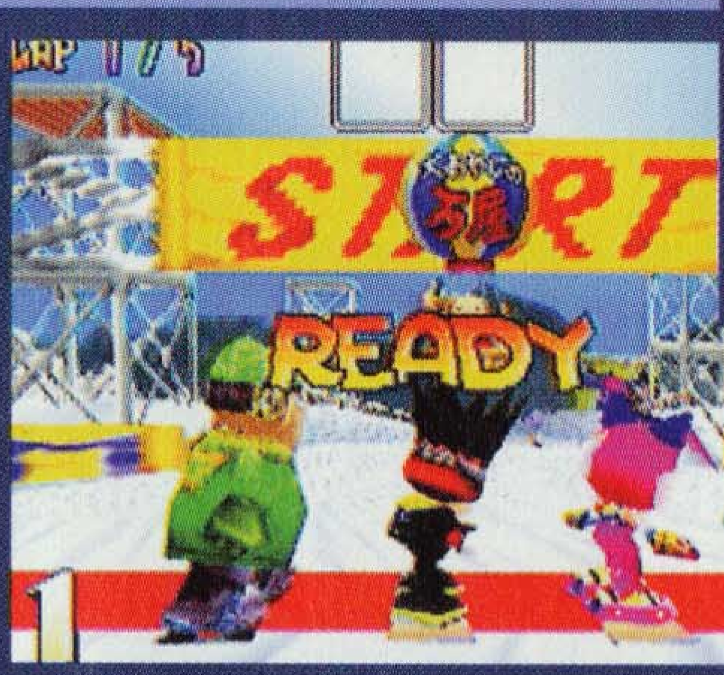
***Tommy***
Fat boy. Hopeless. Always last no matter who chooses him – even the CPU.

# TRACK SUITE

Six tracks initially available with Gold cups on all of them eventually leading to three, very difficult, extra courses.

## *Curu Curu Mountain*

**Length 541m**
A short snowy course who's five laps should settle you gently into the *Snobow* way of things.




*Push forward and tap jump at just the right time for a boost start.*

*Ghosts slow you down quite a bit.*

*A stunt produces this spangle effect.*

## *Big Snowman*

**Length 1750m**
More snow action and, yes, half-way down there is a very large snowman (who fires miniature snowmen at you.)

*Weave in and out of the tress collecting coins as you go. Nice.*

*Neck and neck along the narrow mountain pass section.*

*The best stunt uses a kind of quarter turn on the analogue. The best we've found so far that is.*

## *Sunset Rock*

**Length 1706m**
Tired of snow? Sunset Rock introduces some alternative but entirely boardable alternatives.

*A narrow section which can see you rolling perilously from side to side.*

*Hit the lift dead on to go through smoothly. Tumbles for all otherwise.*

*Hit that B button to turn invisible just an enemy power-up homes in.*

## HOW TO... steer successfully

Left/right, hmm? So we thought, but we still couldn't work out why we kept crashing into things. In fact, steering is all about using the analogue to angle your board properly, and that's all about the left and right down diagonals.

Instead of steering right, say, you actually steer right and down, holding the stick and watching as your board swings around. At a certain point you can recenter your stick and your board is facing the right way out of the corner. Take things too far, however, and the board starts to face up hill, probably leading to a fatal 'Board Reverse' situation.

Of all the racing games to date, *Snobow* certainly makes one of the best uses of the joystick we've ever enjoyed. And to think we thought it unplayable at Space World. Oh, the shame.

*That snowman is Nancy bound. Poor little love.*

## Night Highway

**Length 1368m**
Strange global positioning leaves this snow track permanantly in the dark. Still plenty of room for stunts, though.

*The narrowest part of the whole course. A mistake here and you'll be off.*

*It's dark but long range visibility is still good.*

*A semi-enclosed girder course. It's started not to make sense again.*

## Grass Valley

**Lenght 1490m**
Board through fields of sunflowers and sleepy villages, in *Snobow*'s trippiest of courses.

*Ah, look at the field of sunflowers. Just don't run in to it, though.*

*At least two alternative routes on this course. They're tricky, mind.*

## Dino Park

**Length 1490m**
A theme park. Yes, and one with a strangely slippy course running all the way through it.

*Race as brontosauri graze peacefully nearby.*

*Snow at the top of the course, but it kind of peters out as you descend.*

*Some jumps are marked, some aren't. You've got to learn.*

*Part of a fairground ride? It's the hardest section of the course.*

**FIRST EXTRA COURSE!**

## Quick Sand Valley

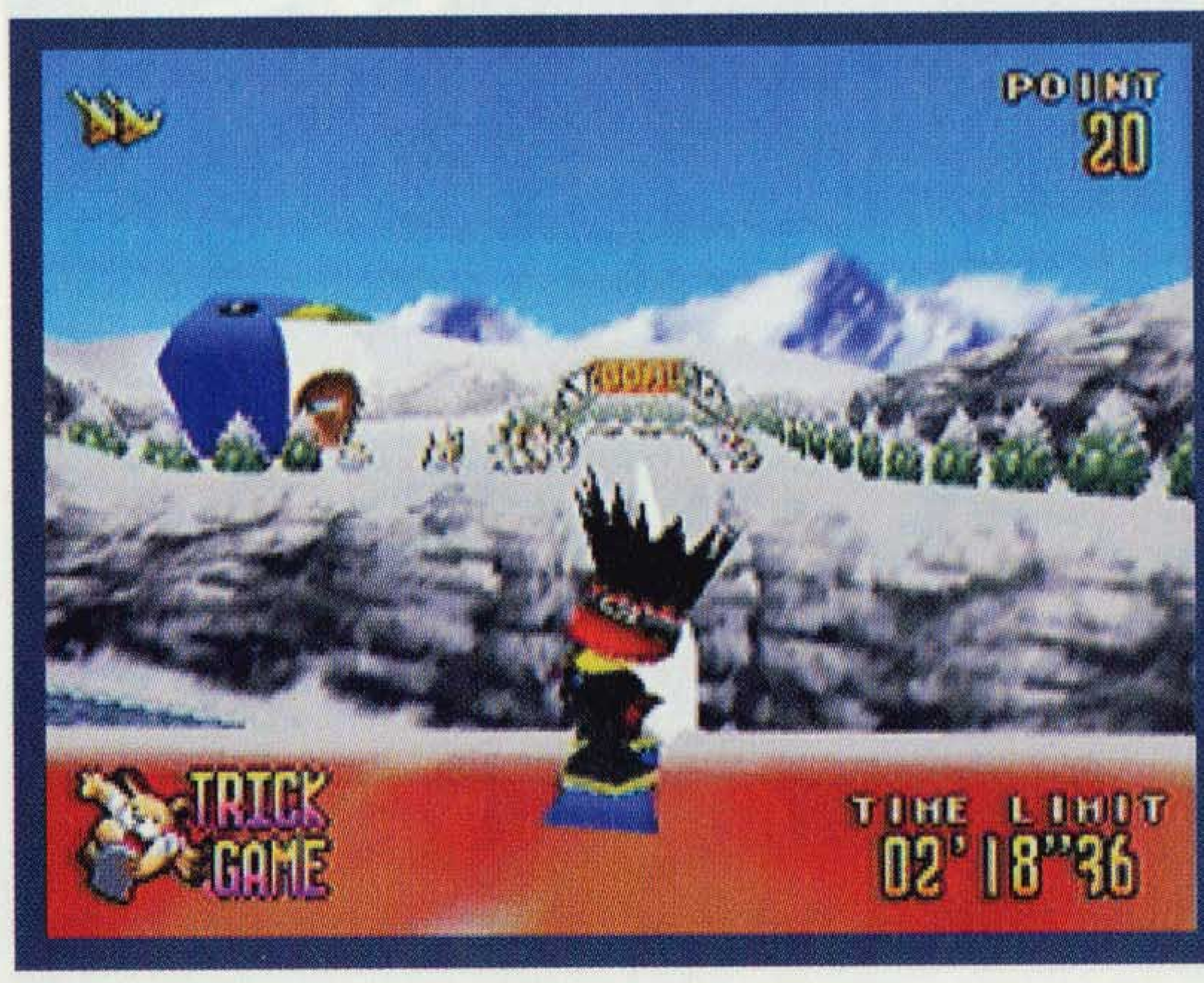
**Length 1638**
A mountain of sand to board down with several handy short cuts to fox the opposition.

*Snowboard down a wood and rope suspension bridge!*

*Admire grazing camels!*

*Catch the cable car back up and do it all again!*

## HOW TO... do stunts



*Sliding across the pole is a matter of timing your jump, combined with good board angle.*

*A good opportunity for a standard stunt here. This jump comes after the half pipe section.*

Tricky fellow, Johnny Stunt. It's all about the A button, joystick and timing. As you approach a jump, hold down A (this locks your steering, so make sure you're lined up correctly before hand), and then just before you reach the edge, let go of A and simultaneously move the joystick forwards, backwards, sideways or in a quarter turn.

The number of different stunts seems to be quite limited. The best we've managed has earned us $150 (enough to buy one-and-a-half power-ups), but we'd like to hear if anyone manages anything higher.

GO! GO!

**MULTIPLAYER**
A full multiplayer mode adorns *Snobow Kids* like the proudest of crowns. Quite simply, it's one of the best multiplayer games we've played. Up to four players can go boarding at once.

**ACCESSIBILITY**
Easy to race but the options are densely Jap.

**7 VISUALS**
Functional but lacking the final spit-and-polish of Nintendo.

**8 SOUNDS**
Great Japanese synth rock music. You only realise how well it works if you turn down the volume.

**9 MASTERY**
Graphically off the pace but with the noble gaming attributes of any of Nintendo's finest.

**8 LIFESPAN**
A difficult one-player mode with plenty of options, combined with a peachy two, three and four-player game.

**VERDICT**
The biggest surprise so far. Sorry for the mix-up, *Snobow*, we love you to bits.

**88%**

**What a brilliant little game and what a surprise! With no-one really expecting much from it on its arrival, *Snobow Kids* has quickly become one of N64 Magazine's favourite games. Why? Because, for all its faults, it's just great fun to play, both in single and in multiplayer modes. And fun, after all, is what it's all about.**

Central to the charm of *Snobow* is the fact that the game is as refreshing as a blast of Alpine air itself. At its heart it's an accomplished, but fairly simple, racing game. What lifts it are the little touches – the idea of hopping on the chairlift for another lap (and jostling with your competitors in the queue) and power-ups that, for instance, turn your opposition into snowmen, or fling them up in the air only to parachute them frustratingly back to the piste. Obviously tiring of endless expanses of snowy whiteness and slaving away to create an artificial reality, *Snobow's* designers had a creative snowstorm and let their kids 'snowboard' down practically anything, from a grassy hillside, to, more bizarrely, a sandy desert mountain. It's exactly this kind of enjoyable weirdness that most Western games seem to lack.

Single-player *Snobow* is enlivened by some of the most aggressive CPU power-up usage we've ever experienced. On occasions, this borders on the frustrating – imagine the CPU characters in *Mario Kart* using the powerful power-ups as often and as effectively as you do – but it undoubtedly helps keep the challenge of racing alone, long after you've mastered a particular course. Multiplayer games let *Snobow* shine brightly again. Every race is a close one, the careful weighting of power-ups against race position ensuring that there's always an exciting jostle for the lead. After the multiplayer anaemia of *Diddy Kong Racing*, it's good to have the whole **N64** team once again enjoying a 'winner stays on' multiplayer epic.

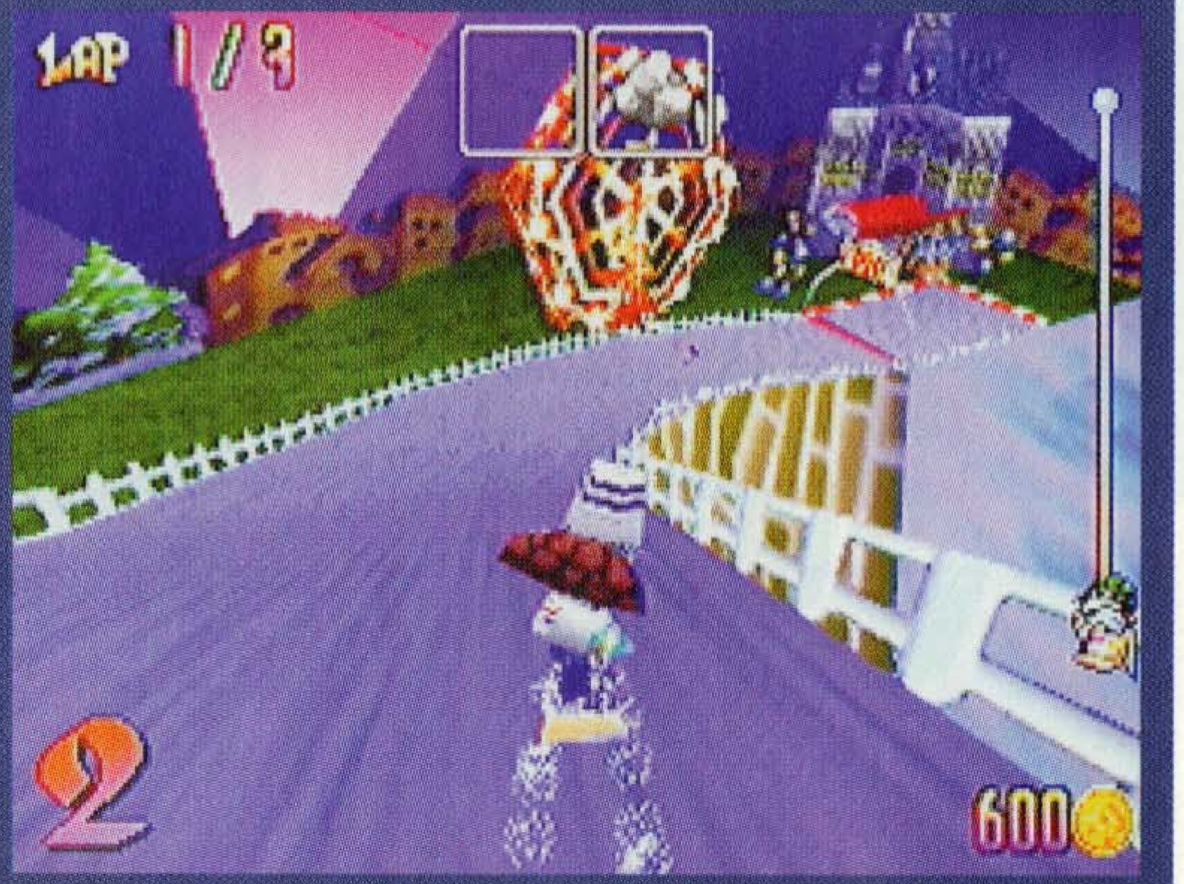
Graphically, *Snobow Kids* falls short of excellent. While the fat, cute approach is definitely part of its charm, the game's programmers have struggled to pack *Snobow* with the kind of visual depth we've come to expect from top-flight N64 games. On some of the later courses, the game gives an almost tunnel-vision effect, with little detail seeming to exist outside the confines of the piste area. Similarly, some of the sprites thrown in to liven up some areas look like poorly-painted stage backdrops, especially those around the finishing line and lift area. However, there is a pleasing lack of pop-up and, with the exception of deliberate folds and jumps in the courses, you can always see far enough in to the distance to avoid making racing a battle of memory. One advantage of its simple graphical style is that in four player the game manages to maintain the majority of its speed, animation and detail even when all four racers are present on all four windows.

For all its graphical naivety, though, it's easy to see why *Snobow Kids* is one of Shigeru Miyamoto's favourite third-party games (and why Nintendo have snapped-up the title for European release). Snowboarding down your Alp (or grassy knoll or sandy desert) you realise that you're enjoying the same feelings that you would playing a first-rate Nintendo game. Somehow it's obvious that Atlus's designers have spent months perfecting the *game* in *Snobow*. Graphics and effects have taken the safe and legal back seat priority, leaving fun to ride up front on its own. The end result is a great, fun-packed, bouncing Tigger of a game.

Better than *Mario Kart 64*? Of course not, but *Snobow* is by no means outclassed in such exalted company. Better than *Diddy Kong Racing*? In multiplayer mode definitely, but Rare's Blitzkrieg approach to the single player experience ensures final victory for the chimp. *Snobow* fits in somewhere above *Extreme G*, but below *Wave Race*. The only thing we've got to worry about now is the PAL conversion. Fingers crossed for next month, eh?

**JAMES ASHTON**

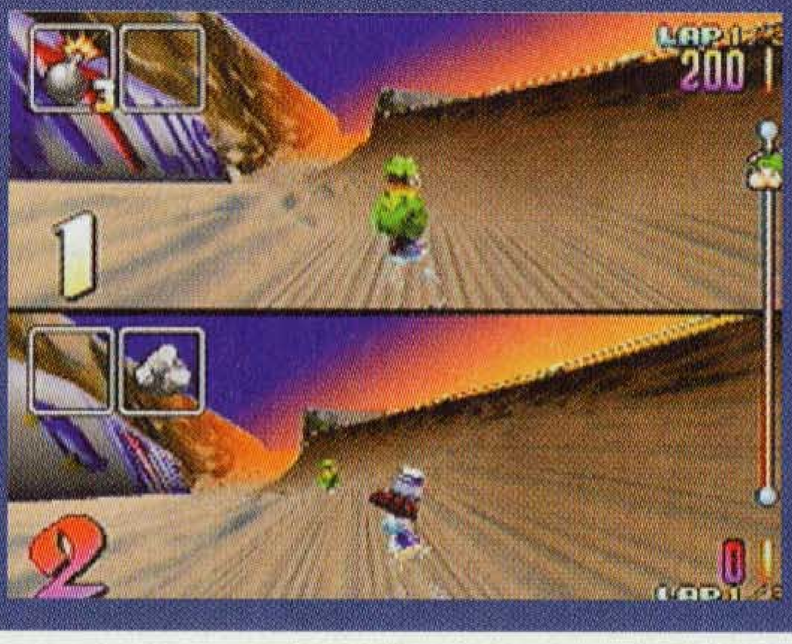
A near miss from an in-coming snowman. You can use the ! to take evasive action.




Down towards the (hexagonal) big wheel.

Stunts seem to earn you between 100 and 150G. They're definitely worth perfecting.

Graphic detail not up to DKR standards but certainly getting there.



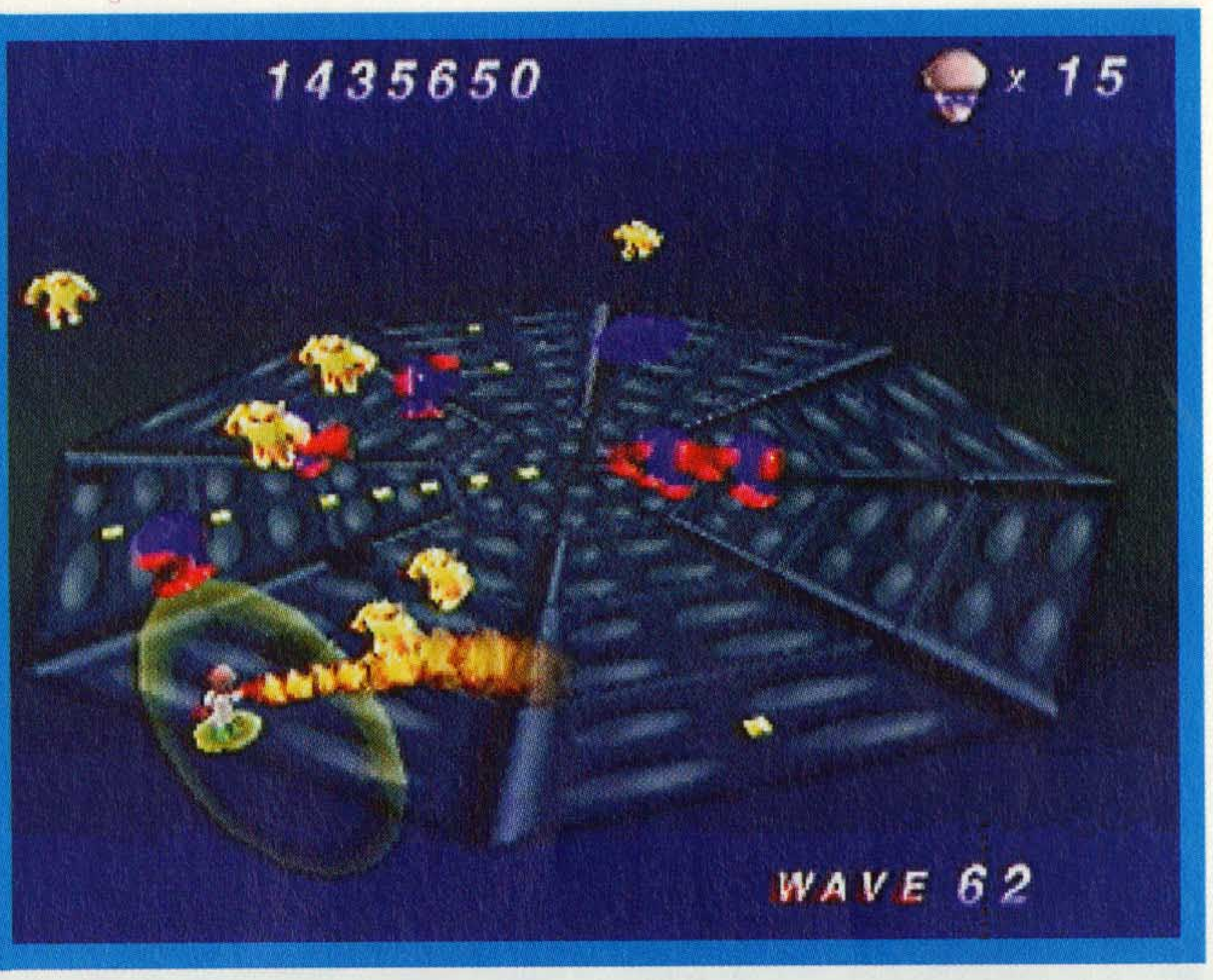
A two-player battle. Player one has foolishly chosen Tommy.

"Ah in-coming!" The giant snowman fires off its children.

◁ Stick = move. C-pad = fire. Robotron 64 = good.

"Summon medical assistance swiftly." ▷

Go Go!! Robot metal kill death shot fire bang eye-fill madness. ▷




| Robotron 64 | | | | |
|---|---|---|---|---|
| MIDWAY | | | | |
| Japan: TBA | 64M | | | 1/2 |
| US: Out now | | | | |
| UK: TBA | Controller Pak | ~~Cartridge back~~ | ~~Rumble Pak~~ | |
| $60 (approx £xx) | | | | |

# ROBOTRON 64

## First there was a Robotron. Then... (Dies.)

**There are a number of problems with *Robotron 64*. One of them is that just a single camera view lets you see the whole arena at once, which is incontrovertibly the most important part of playing *Robotron*, but the view-changing buttons are the shoulder ones and I keep grasping them automatically in the excitement of play. Another is that I reached level 106 on my first ever go, and the frankly unbelievable takey-turny two-player mode is a third.**

All this is a shame, because *Robotron 64* veers close to fantastic. It's clearly an update of *Robotron 2084*, in fact the third after *Smash TV* and *Total Carnage* (Blaster *naturally doesn't count, as it was a genuine sequel. And those Clangers, eh? –* Ed) and it's been deftly assembled. The idea's unmangled – shoot robots, save people if you can – and the designers display a cleverness. The famous monsters have vastly tougher brethren (for example, the ingenious Brains, who possess the power to reprogram humans into sinister Progs, also come in Super- and ridiculously gigantic Over- form), there are power-ups and taunting level names, every tenth wave awards huge bonuses for accuracy, big numbers spin out of the screen whenever you rescue someone, *Robotron*'s programmers appear in the high-score table and you're generally left in no doubt whatever that the people behind *Robotron 64* love the original and its follow-ups and have always wanted to give something back. (*Except they've forgotten Blaster. –* Ed.)

But it's infuriatingly almost-but-not-quite. At its peak, it's implosively intense, with hundreds of monsters on-screen, more teleporting in or dropping from the sky so you've no idea how long the level's going to last, Super-Hulks ambling menacingly towards your ungraspably stupid humans with rotating smashers, everything speeding up the longer you're alive without finishing, spheroids dodging behind things to build those horrible, horrible homing drones that fire 600,000 rounds a second and three-way guns temptingly close to the landmined centre, but it takes a good 50 waves to really get going. (Lord knows how many there are. Level 100 is a gripping final confrontation, but Level 101 announces "The War Continues.") Having to view everything so pulled-back is exasperating, as you (occasionally) (but enough to irk) get caught by monsters diving or teleporting on you that you couldn't quite see the signals they were coming. And it's all really a slightly awkward halfway-house between *Robotron* and *Smash TV* when, to be honest, I'd rather they'd done a proper *Smash TV 64* instead.

A couple of curious things. There are three difficulty levels, of course (the highest is appealingly called Insane), but at any point in the game you may significantly alter the speed. Supporting both saves and passwords might seem overly cautious, but the typing system is truly awful. And the music was instantly switched off, but you knew that.

I recommend *Robotron 64* as an ace blast game, but you must understand something. It's endlessly, enviably playable and even manages a few surprises (an entirely new type of monster appears on Level 90, for example) but it's not "there." Its potential is unrealised.

**JONATHAN NASH**

△ *The "arena" camera view's the only one that works. Here's "third". What's going on? Piffle.*

**ACCESSIBILITY** (US → UK)

Enter DGTTPBCBSJ to "be" Jonathan on Level 106. Clever "accessibility" gag, I know.

**5 VISUALS**

Clear and do the job.

**3 SOUNDS**

Noisy but strangely unexciting. Should have, um, "remixed" the original's, perhaps.

**6 MASTERY**

Stomps the other versions with no slowdown ever. Good use of the pad. Except the camera buttons. Grrr.

**8 LIFESPAN**

Magnificently playable. Passwords every level for your favourite bit.

**VERDICT**

It's good. It's extremely good. But it could, I feel, have been so much better.

**75%**

Hmm, will it be Chicken Kiev or liver for tea tonight... hope it's liver!

The standard game option keeps all of the style of the original SNES title of old.

Being a wrestler, you'd expect the odd over-the-top throw somewhere.

They're the best graphics yet seen in an N64 beat-'em-up.

Honestly, I WAS carrying this enormous pile of logs when my back went.

The back-breaking move shown here was a winner with me.

# ART OF FIGHTING TWIN

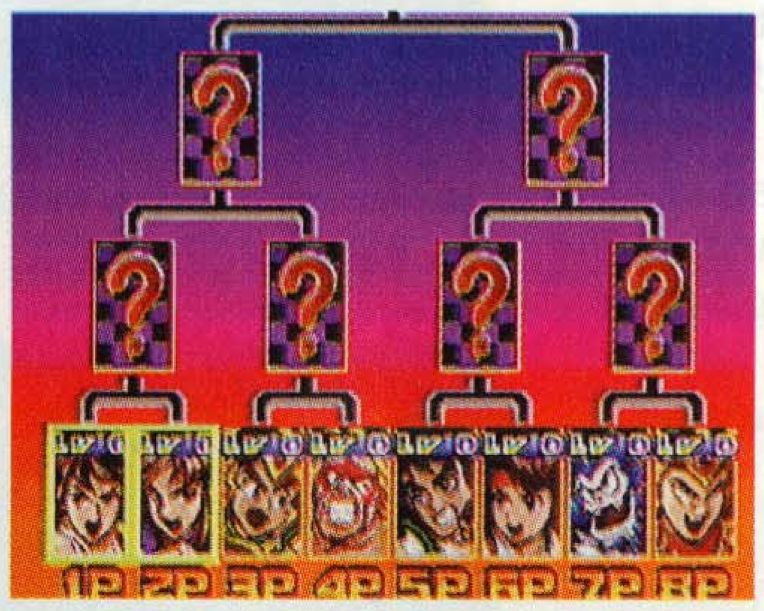
**Take two beat-'em-ups into the shower? No, we just play one that combines the best attributes of two very unique ones into an intriguing package.**

| Art of Fighting Twin | | | |
|---|---|---|---|
| CULTURE BRAIN | | | |
| Japan: Out now | 64M | | 1-2 |
| USA: April | Controller Pak | Cartridge back-up | Rumble Pak |
| UK: TBA | | | |
| ¥6980 (approx £33) | | | |

Both games have a total of eight fighters.

## EXTRA EXTRA READ ALL ABOUT IT

**Once you've got to grips with the standard game, there're a couple of extras lovingly placed here to amuse and delight you.**



Tournament mode anyone? Another feature rapidly becoming a permanent fixture now in beat-'em-ups is one of these. Choose eight characters (human or computer controlled) and battle your way through to the final. Play it with a group of friends and have forfeits for the ones knocked out in the first round. Ones that we recommend are shaving off of body hair or eating live insects.

Fight against the computer-controlled drone to perfect those tricky finishing moves. The training mode is an excellent way to practice combinations, so use your new-found skills wisely, young Jedi.

The most impressive move of the game?

# WHO DARES WINS

So yes, *Art of Fighting Twin* does contain two very different styles of beat-'em-up. And both are fast and incredibly playable.

**1** *Once you get your head around the option screens, you find out that choosing the different styles of game is actually pretty simple. Just choose between wild 'n' wacky or serious 'n' instant death.*

**2** *The cartoony game is shorter than the other one, easier to control and slightly more appealing in the visual department.*

**3** *The more serious game is full of wonderful lighting effects and offers you the choice of 2 or 3D modes – in 3D mode you just use the Z key and a direction to sidestep. This move's also perfect for sneaky attacks.*

**The pedigree of *Art of Fighting* goes back a remarkably long way. Zip neatly past the 32-bit consoles and you'll find its roots tucked away on the SNES. While going head-to-head with the mighty *Street Fighter 2* was never going to do it any favours, the game did have its fans (especially in Japan) and, along with games like *Fatal Fury*, *Samurai Shodown* and *King of Fighters*, proved to be a worthy alternative to the *SF* games.**

Bring all this smartly back up to date and we find *Art of Fighting* having a bit of a go on the N64. This time, though, its been a little bit wiser and jumped the queue somewhat. *Street Fighter 64*, *Mortal Kombat 4* and *G.A.S.P!! Fighters' Nextream* may all be in varying stages of completion (depending on which rumours you believe), but *AoF* has beaten them all. It's here, right now.

In its most basic form, *AoF* is pretty pleasing. Initial trepidation and any concerns you might have about import beat-'em-ups are quickly dispelled when you start playing and realise that it's actually quite good.

There're a couple of original features in this game. One I can (and will) talk about in great detail; the other, sadly, I cannot. Firstly there's the fact that it appears that *AoF* is two games in one. One of the common tricks with Japanese fighting games is to create a younger version of the game with wide-eyed, bulbous-headed children kicking seven shades out of each other. This trick has been employed here, but rather than as a separate game, you get it complete with the frankly less-interesting 'grown-up' version.

The other original feature links in nicely with the childlike quality I just mentioned. From what we can gather, *Art of Fighting Twin* appears to have some sort of story mode in the cartoon section containing plenty of extras which you win as you progress through the game. The more fights you win, the more objects you accumulate (or so it seems). There is, though, impenetrable Japanese every where you look, so unfortunately this interesting-looking option was wasted on this reviewer.

Eight now seem to be the standard number of characters in a beat-'em-up, and that's the case here. There're a couple of heroic types, the arthritic old man that's actually harder than Teflon, the mysterious ninja character who sits around in dark woods, and a couple of (ahem) lay-dees.

The thing that most impresses me about *AoF* is the way it plays. It's fast-paced with fast, well-animated characters and instant feedback from the controller. And, although you're bound to complete both games in a matter of a couple of hours, there's still plenty of depth to be had investigating the various characters' moves, the two-player games and the bizarre Japanese mode.

As the game has a history of being likened to the *Street Fighter* games, it's hardly surprising that it plays more like an *SF* game than it does *Tekken*, for example. There are Ken/Ryu-style fireballs and a power-up super move (straight from the *Street Fighter Alpha* games). This works by giving you a small bit of space on an extra on-screen bar each time you perform a move and, when it's fully coloured up, allowing you to unleash a powerful attack on your opponent.

*That'll learn you.* ▷

*A Dragon Punch-style move straight from SF2.* ▽

△ *Plenty of detail... good graphics... keep an eye out for a US release, soon.*

Given the current state of the N64 beat-'em-up market, *AoF* is more of a viable proposition than it would be if the machine was flooded with excellent titles. If the game had been released six months later then this review could've been very different. As it stands, though, this is certainly one of the best ones around.

There's been a lot of thought put into this game and, to some degree it's paid off. Certain sections are bound to flummox anyone without a working knowledge of Japanese but if the game could be released in America later on in the spring, I'd definitely recommend checking it out.

**DEAN MORTLOCK**

**ACCESSIBILITY**

There's a whole original section of the game that isn't playable to us English. But there's more than enough here that is.

**7 VISUALS**

Mostly so-so, but there's the odd excellent special move.

**5 SOUNDS**

Nothing to write home about, unless nothing else happens while you're away.

**5 MASTERY**

Don't expect much that pushes the machine in too many ways.

**8 LIFESPAN**

With a grasp of the 'story' mode and a few friends, you could be playing this for ages.

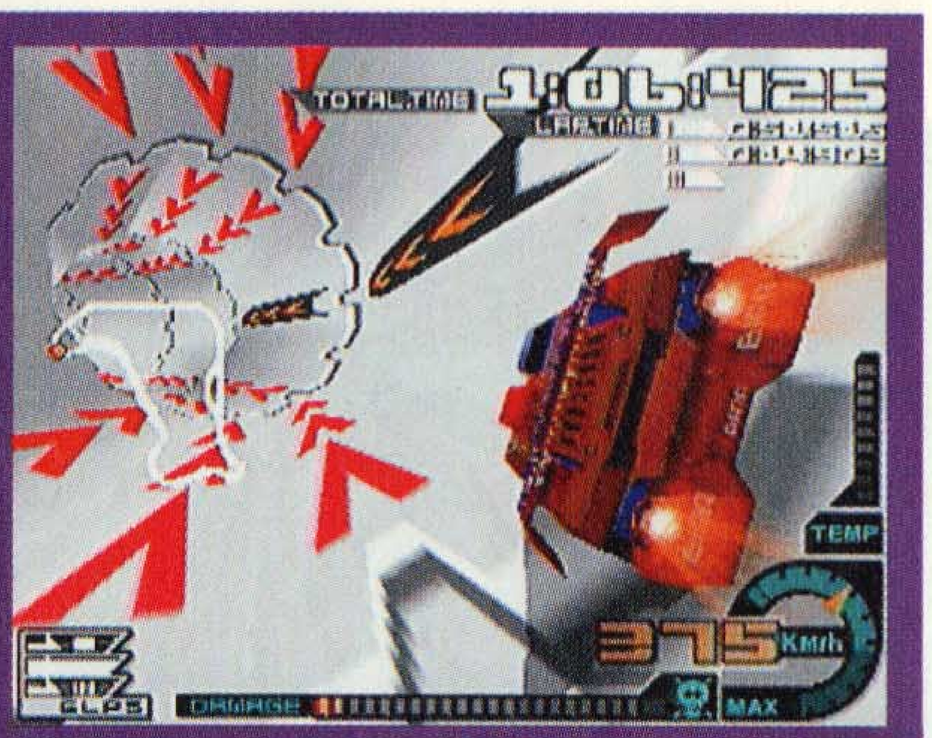
**VERDICT**

A simple but effective game that should please anyone waiting for a decent beat-'em-up on the N64. I'd wait a couple of months to see if it gets a US or UK release to get the very best from it, though.

**78%**

◁ "Which way, Aero Gauge? Which way?" "Loading... Please wait." "Bless."

Actually, it whizzes you round the tunnels itself. Um. ▷




Let's hope there's a secret turbo start, eh? (I mean. Blimey.) ▷

| Aero Gauge | | | |
|---|---|---|---|
| ASCII | | | |
| (Japan) Out now | 64M | (controller) | 1/2 |
| (USA) TBA | Controller Pak | Cartridge back | Rumble Pak |
| (UK) TBA | | | |
| ¥7800 (approx £43) | | | |

# AERO GAUGE

## Why, readers? Why does *Aero Gauge* exist?

**There's a story about The Italian Job that when they were rehearsing the Minis' storm drain escape, they managed to make the cars turn completely over and drive briefly on the roof, like an inverted Wall of Death.**

*Aero Gauge* has excellent bits in its tunnels where you do exactly that sort of impossible corkscrew loop-the-loop. It's a novel and exciting idea, and Ascii are to be congratulated. Congratulated, however, prior to shooting them accurately through the head with a revolver, for the rest of *Aero Gauge* is inconceivably vile. It is as if Ascii have carefully examined every racing game ever in the history of all things and mystifyingly compiled the worst bits.

For example, when the announcer yells "Go!", every single one of the computer-controlled cars zooms off at top speed instantly, making your hard-fought grid position immaterial.

(Which, incidentally, you secure with a boringly empty qualifying lap. Then, incredibly, another one. At least you can elect to "retire" from these to automatically start in eighth place.)

Then, as you race around, you notice the computer cars drive perfectly, always moving as a pack.

And if you do catch up, they don't fight you off. Or seem to notice you.

And the five vehicles you can choose from are the fast one, the heavy one, the manoeuvrable one and so on.

And the four desperately unimaginative tracks (mountainy, watery, city at nighty and city by day-y) each have one good idea that would have been better combined into a single course. Or even worked out properly in the first place. (The city at night level, for instance, extends the others' occasional forked path to giving you a free route. Except because everything looks the same, you immediately get horribly lost, so do better to follow the computer cars who, naturally, all go the same, most efficient way.)

And the fact you're flying special air cars is almost totally unexploited. (In fact, the city by day course is the only one really to acknowledge height, with irregularly-spaced girders and a huge building with a tiny tunnel right in the centre.) Regrettably, because you hover, there are no jumps or plunges.

And if you lose in Grand Prix mode (the others are a single race, a two-player race with no other cars and a time trial against a ghost) "retrying" involves qualifying for a grid position all over again.

And there are no guns or power-ups. But at least the pit-lanes don't require you to stop.

And, of course, the pop-up is easily the most astonishingly shabbiest seen on the N64. You can literally (properly used, nyer) see the game drawing the track about 150 metres in front of you. It's 3D handling in the crudest imaginable way.

And when your damage meter reaches critical mass, you don't explode or flip out of control to be dashed screaming into a wall. You puff a bit of smoke and float to the ground.

This is *Aero Gauge*. Fear it.

**JONATHAN NASH**

△ "I can't be bothered coming last again. Battle game?" "I hope you die in a big chemical fire."

Japan → UK

**ACCESSIBILITY**
Recognisably horrid in any language.

**2 VISUALS**
Angular and grubby. I like the red car.

**1 SOUNDS**
A good echoey engine bit in the tunnels.

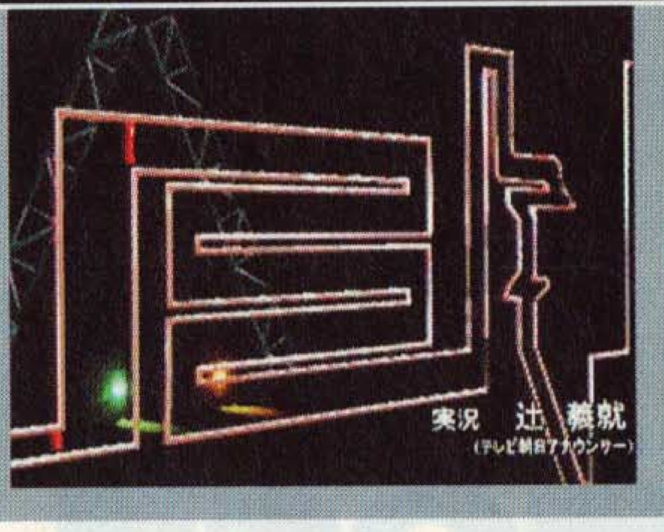
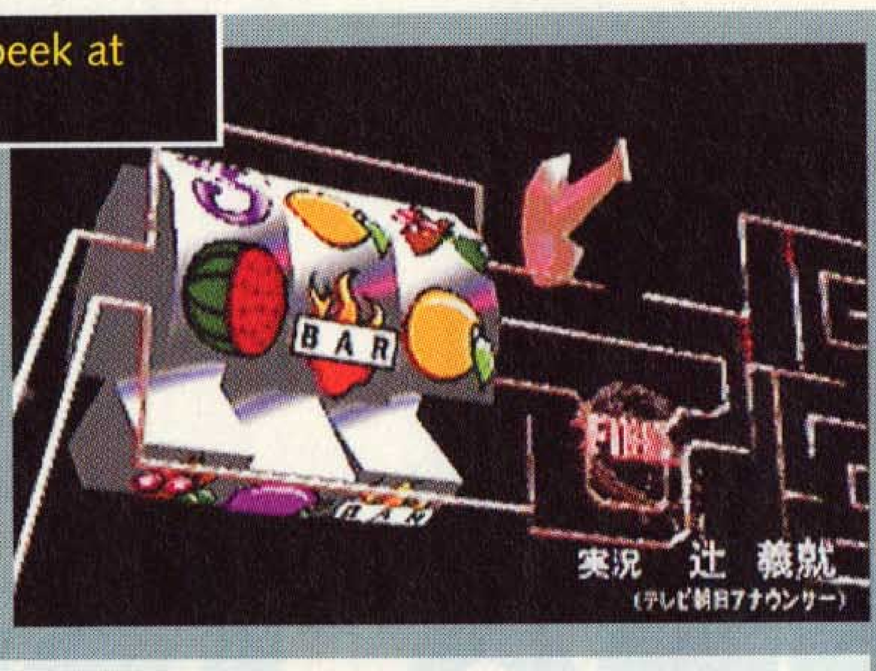
**0 MASTERY**
Monstrous can't-be-bothered pop-up = speed.

**0 LIFESPAN**
And they're off! The road, that is.

**VERDICT**
Actionably incompetent and violently loathable.

**10%**

**PREVIOUSLY IN N64** There was a preliminary peek at *Denryu* in **N64**/9.

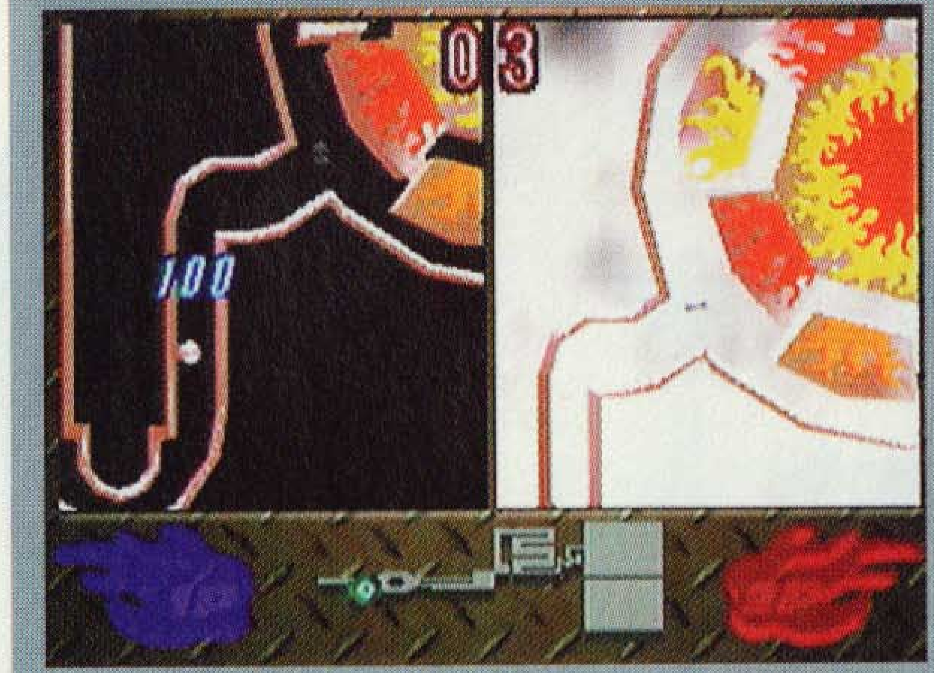



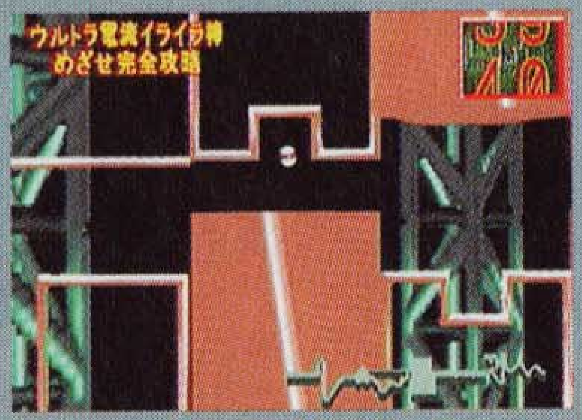
# DENRYU IRAIRABOU

## It's sort of *Puyo Puyo*. But not a bit like. And with lines.

| Denryu IraIraBou | | | | |
|---|---|---|---|---|
| HUDSON | | | | |
| Japan: Out now | 64M | | 1/2 | |
| US: Ha | ~~Controller Pak~~ | ~~Cartridge back-up~~ | ~~Rumble Pak~~ | |
| UK: Ho | | | | |
| ¥5980 (approx £29) | | | | |

When you crash, you tend to forget which way to go. Eek.


The wobble box ought to rattle prolongedly. Like a ghastly electrocution.



I've been sucked in by the reels. Goodbye, everyone. Goodbye.

**Exasperatingly, I ought to be able to translate the name. (I've taken to calling it Fizzing Money Bang-Stick Go Go! Edition Super, which has a ring.) You see, readers, last year I signed up for an evening class in Japanese, but, when I recently moved house, ingeniously put the wrong box in storage, so what I thought were my textbooks and homework turned out to be 150 back progs of 2000AD and a copy of Win or Die! by Rolf Harris.**

But anyway.

Fizzing Stick is, of course, the game of the bit in Father Ted with the £10,000 prize and the mobile phone. Navigate a maze without touching anything and that's it. It looks terrible. It's hurtfully enraging. You could write it. Apostles' beards, I could write it. On the Speccy.

And yet. And yet, and yet, and yet.

It's so simple. It's entirely fair. You're an intelligent, coordinated human being. There's no reason not to win and no harm in another go. Suddenly your eyes are old and you've neglected to propagate the species.

This is why this game is good. All six levels are freely accessible. If you're gruntingly stuck, you go back and better your time on an easier one. There is no inertia. Stop moving your stick and it stops exactly. Any crashes are therefore your fault alone. Everything is dazzlingly clear and unfaultably precise. You cannot claim you ought to have slid through that gap, because that is a lie.

The time limit is more than enough to reach the next checkpoint, you can speed up and between segments is a room in which you can wait recoveringly for as long as you please. You can choose a wand that gives you three lives. The fearsome later courses' obstacles move in unwaveringly mechanical patterns. In the two-player game, your stick does not physically affect your opponent's. A pre-game flypast shows the whole maze. There are shortcuts for adventurers. It has the deceptive cleanliness of those pocket puzzles where you roll the balls into the four shallow holes.

Of course, it is cripplingly upsetting and it will definitely not relax you. Curiously, the authentic TV commentary is remarkably limited. (It appears, in fact, to be the same commentary every time. Bloke-san's empathic panic endears, however.) The invisible restart points are annoying – to know would be a small but helpful incentive. Similarly, it would perhaps be more exciting to hear a warning buzz as you dangerously neared a wall. And of course it's suspiciously character-building in its promotion of decisive action and improvement of dextrous steadiness.

A ludicrous, insulting, expensive novelty, then, but one I like a lot.

**JONATHAN NASH**

### ACCESSIBILITY
Move the stick! Don't lose! Easy.

### 0 VISUALS
No. The Crown of Victory is acceptably mighty, though.

### 1 SOUNDS
Bang! "Oh, look out!" (In Japanese though, obviously.)

### 9 MASTERY
For the analogue stick. Truly the perfect tool.

### 6 LIFESPAN
Play it. Lose to it. Hate it. But still play it. Hatingly.

### VERDICT
Impossibly simple, ruthlessly challenging fairground game. But on the N64. We respect it.

**65%**

# HOW TO...

# get the latest N64 games before everyone else

**N64 Magazine's guide to procuring games imported from America and Japan.**

by Zy Nicholson

**Your local Electronics Boutique has shelves of game carts, gleaming Nintendo consoles and peripherals, so why would anyone want to pass it all up and play import games? Or look at it the other way: why wouldn't you want a UK machine?**

Basically, there's nothing amiss with the UK N64. For the wondrous £99 tag you get a machine that's equipped to work with any UK telly, including hand-me-down bedroom portables; it accepts the cheaper British cartridges that clueless aunts and coerced spouses can pick up from any high street store; and, most importantly, it can be returned to the shop if anything goes wrong.

A commonly perceived drawback of the UK hardware is that the games run at slower speeds than on Japanese machines, and are saddled with ugly black borders and a squished picture. Our national grid provides for appliances that run at 50Hz rather than the US/Japanese 60Hz, true, but decent conversions from the likes of Rare and Konami have demonstrated that UK games needn't suffer greatly in this respect if the software is properly optimised.

A bigger problem exists with the video output. Technically speaking, it's impossible to refute that the best possible set-up for experiencing the N64 will involve a US or Japanese console powered through a step-down transformer; a high-end NTSC-compatible TV that accepts S-Video or SCART; an original US/Jap cartridge in the slot; and a comfy old armchair, tea-stained and cigar-blighted, that has long forgone need of an antimacassar. What you'll get is a 60Hz machine running dedicated software and producing a full screen, full speed NTSC picture. If you could compare it, side by side, with a UK machine running the same game, the disparity in picture quality would be instantly detectable – though you have to question whether such cosmetic differences really warrant following the import path.

As Wil is forever pointing out, import games have nicer boxes too.

After all, import gaming is an expensive and elitist hobby. Increasingly, it is the preserve of the diehard gamefreak who either wishes to see obscure titles in their original form, or who simply must have the latest games before anyone else.

## Here and now – Or else

Availability isn't the problem it once was. Cynically, the initial lack of N64 titles may have prompted the release of games that might otherwise never be seen over here. Titles like *Goemon* (or *Mystical Ninja* as it is now known) and *Mischief Makers* might not have made it to the UK if the climate remained the same as in the days of 16-bit, but with a captive market of N64 owners eager to expand their cartridge collections, it can prove financially viable to release less 'mainstream' titles and see them sell well. This has absolutely tremendous consequences for Brit gamers, who have traditionally suffered delays, denials and a restricted games library at the hands of Nintendo (and we've had it good, historically, compared to our fellow Ninty fans in Spain and Australia).

A word of warning for the future, though: just because an NTSC game quickly appears in PAL format on the shelves of your local Woolies, don't assume it's up to the quality of Nintendo's in-house catalogue before checking N64's reviews. Likewise, there will still be games that we're never likely to see over here. Those of you set on enjoying *Puyo Puyo Sun 64*, *Wonder Project J2*, Sumo wrestling sims or obscure *J-League* footie won't be discouraged from considering the import option.

As for the matter of delays, that now boils down to the individual game. Having Rare on our side has enabled some speedy scheduling of their UK titles, but Nintendo themselves seem intent on making Europe wait months to fit some rather old-fashioned sales notions about the times of the year in which to release their own games.

## Worth the effort?

Given the cost and the extraneous televisual requirements, import gaming is no longer as essential as it was in the early days of the Super NES, when Europe was either denied major triple-A titles or made to wait for achingly distant release dates. Even though Nintendo has made the same uncompromising mistakes with its PAL hardware as in previous years, the desire for more games has been met with a recent but welcome trend in clever PAL optimisation. This has established a benchmark for future conversions that should encourage all UK publishers to abide by the standard. Rest assured, our hands-on knowledge of the import scene means that those who fall short will be mercilessly indicted within the pages of **N64** Magazine.

**WHY ARE WE WAITING?**

One of the biggest advantages of import gaming is being able to get your hands on the latest games weeks or even months before anyone else, thanks to the time it takes to convert games from the NTSC system the Japanese and Americans use to our PAL system. Here're just some of the delays you could have avoided over the last year:

***Super Mario 64***
Japan: June 1996
UK: Mar 1997

***Mario Kart 64***
Japan: Dec 1996
UK: June 1997

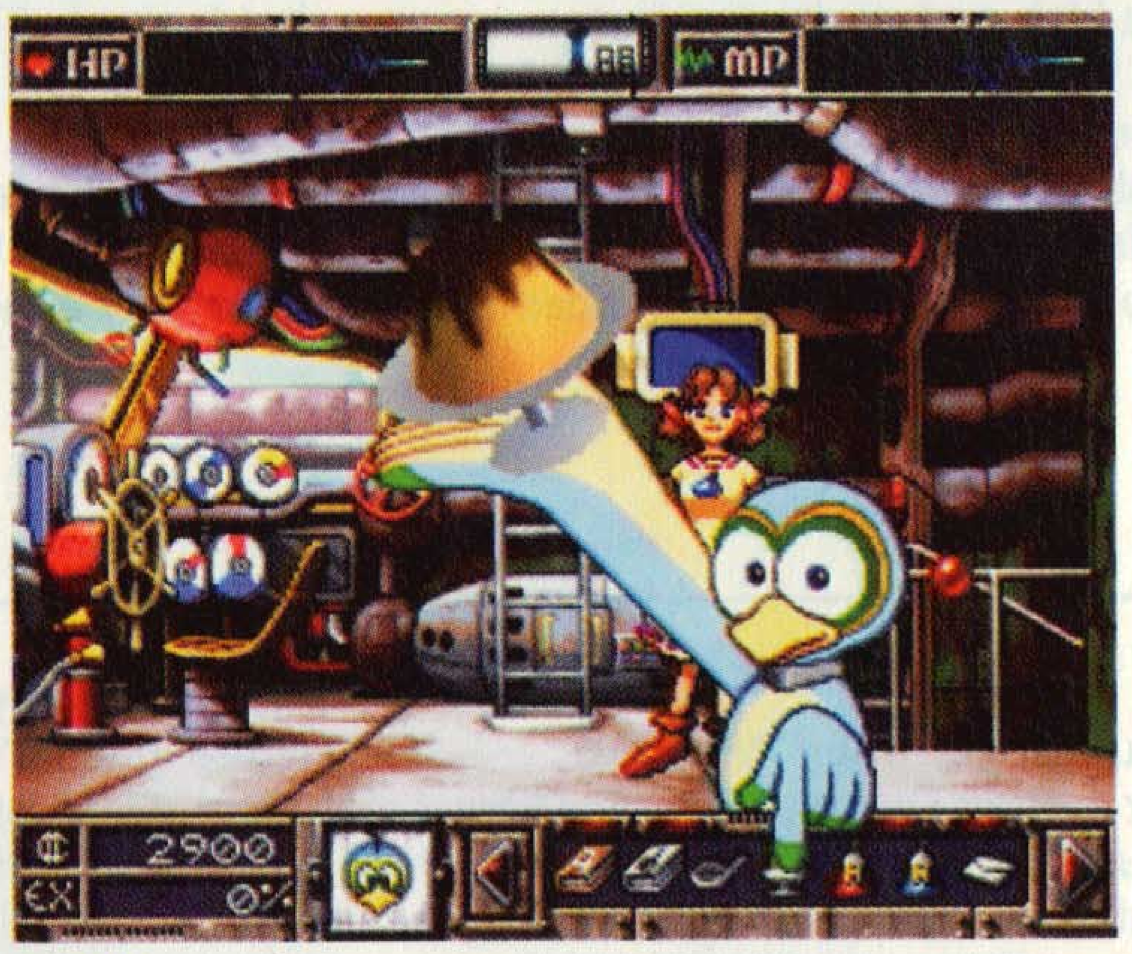
***ISS64***
Japan: Feb 1997
UK: June 1997

***Blast Corps***
Japan: Mar 1997
UK: Aug 1997

***Lylat Wars***
Japan: Apr 1997
UK: Oct 1997

***GoldenEye***
Japan/US: Aug 1997
UK: Nov 1997

***Diddy Kong Racing***
Japan/US: Nov 1997
UK: Dec 1997



Scenes like this could become a regular feature of your life.

Super games like Puyo Puyo 64 often just never make it to Britain.

Look at all this great stuff you get inside the Japanese Yoshi box. Beats a floppy manual.

GO! GO!

# Getting the right stuff

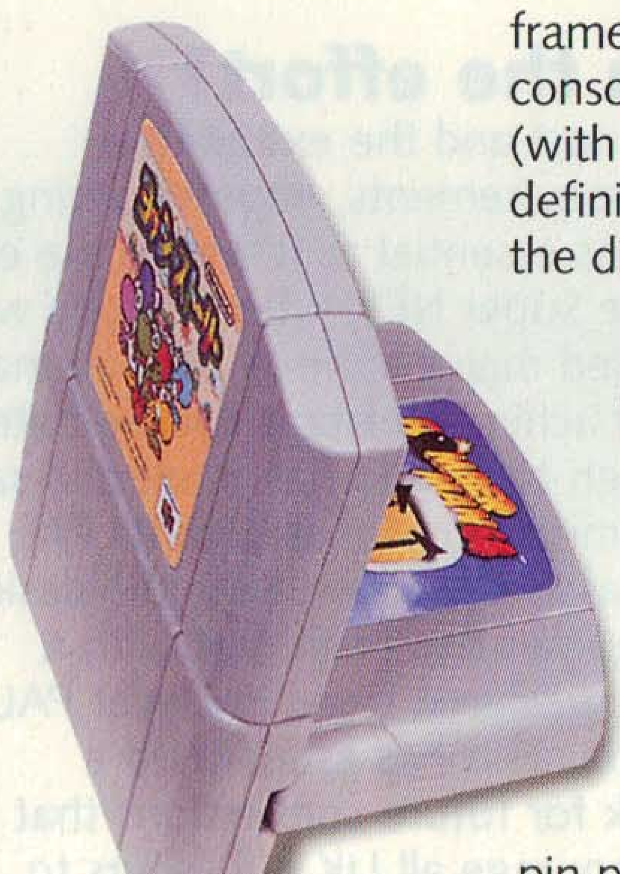
## Your import console

Believe it or not, the only structural difference between a US and a Japanese N64 is a lump of plastic next to the edge connector. Peer into the cart slot and you'll see a couple of tabs that physically prevent the insertion of differently-shaped foreign cartridges. You're likely to damage your machine if you try to chisel them away through the dustflaps, so the best option is to open the machine up and saw off the offending appendages. Naturally, this invasive act instantly voids your guarantee.

The N64 is held together with special 'tamper-proof' screws, but these happily succumb to a ZE1 tamper-proof-proof screwdriver. You'll need a decent electronics hardware store or a Maplin mail order catalogue to get hold of one of these.

## Adaptors

There is another way to play imported games without buying an NTSC console/TV set-up, and that's to slot an adaptor into your PAL N64. Basically, this device sits between the N64 and the cartridge and fools your N64 into thinking that it's a local cartridge by countering or bypassing the built-in security measures.



You'll probably be using one of these with a PAL machine to play Japanese games, but adaptors that are described as 'universal' should also allow owners of NTSC machines to play PAL carts. (If it's suspiciously cheap, check you're not buying a bridge adaptor – this is really just an extension for a edge connector and not a true convertor at all.)

The age-old problem of adaptors is that you can never guarantee today's latest model will work with tomorrow's new release, so you could quickly find that your new purchase is completely out of date within a matter of weeks.

The official line on adaptors is that they can cause harm to your N64, and using one thereby invalidates your warranty. However, there's really no technical evidence to support this claim. No adaptor draws enough power to risk blowing internal fuses, and there's no way for any engineer to tell that your machine has been host to one. On the other hand, it is possible to damage your N64 and your games by inserting cartridges loosely or the wrong way round, or disconnecting them during operation, and using an adaptor can eliminate the console's physical prevention measures to make such errors more likely.

## PAL and NTSC

Not all televisions are alike, as there are two dominant TV standards in use around the world. Televisions in Japan and the US conform to a standard called NTSC, which possesses a screen resolution of 525 lines. Britain, on the other hand, has opted for the higher-quality PAL system, which uses a 625-line screen for greater definition. PAL is also the standard for Australia, the Middle East, Africa, and much of Europe (a third SECAM standard found in France, Russia and parts of Eastern Europe is really very similar to PAL).

So, although our PAL tellies are actually superior, we're scuppered by the fact that video games have traditionally hailed from either the US or Japan and are designed to support a smaller picture with a faster frame rate. Over the years, UK versions of these game consoles have either stretched the image electronically (with accompanying loss of colour, contrast and definition) or settled for black borders to account for the difference in line resolution.

## Step-down transformer

If you want to run an unmodified import machine, you'll need to simulate the 110-120 volt power supply found in both the US and Japan. Your local branch of Tandy will be able to sell you a step-down transformer for £30-35, allowing you to plug in the N64's AC adaptor. Be warned that (a) the foreign two-pin plugs lack an earth lead, and (b) that sinister humming you notice late at night is made by the transformer as it watches you, and waits.

## The big screen

To enjoy the performance of an import console, you're also going to need a high-end, multi-standard compatible TV with SCART and, preferably, S-video. Individual models are constantly being upgraded, so you'll need to consult with the dealer, but if you investigate TVs made by Sony and Toshiba then you're more likely to find what you need. S-video has a higher definition than SCART, and can give a slightly washed-out look as a consequence when superficially compared to SCART, but this is usually remedied by exploring your TV's colour options. The difference is noticeable when you can compare the two by swapping leads, but very fine (rather like arguing over whether a postcard of Waterhouse's Lady of Shalott truly captures the original painting's Pre-Raphaelite attention to detail. Um, quite).

S-video enjoyed some popularity on contemporary TVs when home video cameras first took off. Now that the novelty has expired, the assumption that cameras will be used in conjunction with video recorders (and plugged in via the VCR) means that the technology has become more integrated, so you'll find that many modern TVs – even expensive Japanese models released in Europe – only boast a single or dual SCART input over the standard UHF co-axial input.

## Pads

The good news is that N64 pads are universally compatible. Even if you have an import console, you can safely pick up official or third-party UK pads – and vice versa. You can still spot the difference because EC regulations require European pads to carry a plastic-shielded 'nobble' that protects against accidental electric shock. The only problem you might encounter is that Japanese pads have very short leads, given the unhealthy habit of that nation's children of sitting right in front of the telly. Extender cables are available from the likes of Fire International (01302 325225) to suit your comfy armchair needs.

# Playing the leads

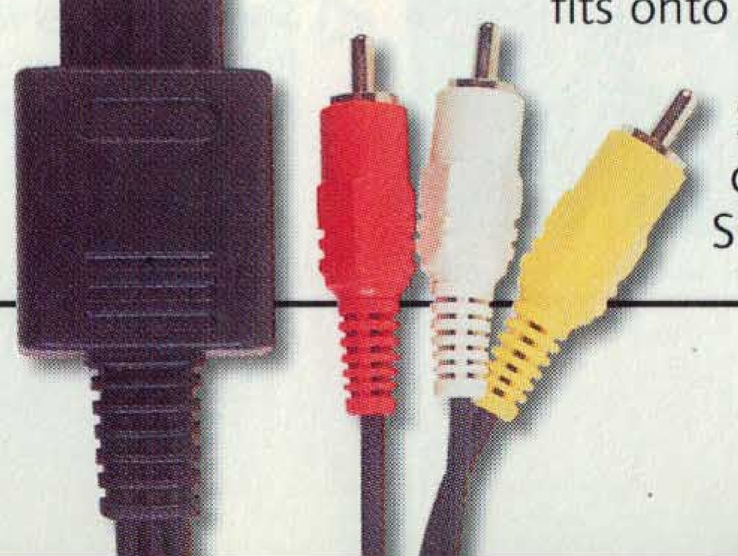
This is a fraught business. Even when you possess an NTSC console and the expensively compatible TV needed to enjoy it, the bits of wire you rely on to interface the two can result in conspicuously good or puzzlingly dire consequences. In some instances, leads intended for the UK won't be appropriate for use with NTSC consoles. Our best advice here is that, where possible, try to obtain the type of leads you need at the same time as you acquire the N64 itself and quiz the dealer on their known compatibility.

## S-video

The best picture you can get. Your TV should possess a socket for a 4-pin DIN plug and auxiliary phono inputs (usually found under the front panel, rather than at the back), although some recent TVs – notably those by Toshiba – have taken to accepting their S-video input via the second SCART socket.

## AV Cable

This terminates in three phono leads. The red and white wires are stereo sound outputs, while the third yellow plug chugs out all of the picture in what's known as a composite video format. Composite signals are great for driving computer monitors (we know from letters that the old Amstrad colour monitor still sees service in some households, though we're not entirely sure how), and should also be found on modern TVs from Sony and Toshiba. It's also possible to 'fudge' a SCART input with a special SCART plug connector that fits onto all three of your AV plugs. The picture won't be true SCART, but will slip a composite picture via the SCART socket.



# Tales of the CRT

**The hike in picture quality enjoyed by owners of an import machine can be demonstrated by comparing these untampered and unmodified screenshots of popular UK releases and their Japanese counterparts. As you will see, the success of the conversion is just as vital to the aesthetic of the finished composition (ahem) as the cost of the system for which you've opted.**

**WAVE RACE 64 (JAPAN)**
Note here that the Japanese version already includes a slight border, because limiting the size of the graphics window allows for a corresponding increase in the game's running speed.

**MARIO 64 (JAPAN)**
The finest video game of all time, remember, seen as the world's press first judged it.

**BLAST CORPS (US)**
Now it gets interesting. Take a gander at a full screen, full speed slice of demolition from Rare's superb explode-a-thon.

**STARFOX (JAPAN)**
... Although you'd imagine that maintaining the frame rate of something as busy as this, with seemingly hundreds of enemies and laser pulses bouncing around, would be impossible to convert.

**WAVE RACE 64 (UK)**
One of the laziest conversions to date, rightly raising the hackles of our ever-vigilant letter-writing readership. Horrendous borders don't prevent the ocean turning into a ripple of Golden Syrup.

**MARIO 64 (UK)**
An interesting pastel interpretation, but still the finest video game of all time.

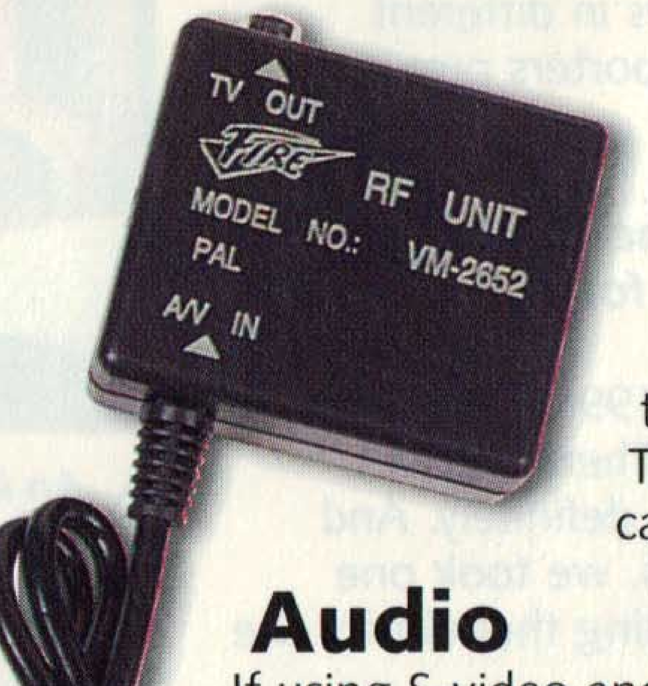
**BLAST CORPS (UK)**
What's this? A full screen, nearly full speed, full monty of a conversion. Maybe those brainy chaps at Rare could teach Nintendo a thing or two...

**LYLAT WARS (UK)**
Well, look at that. We reckon the bods at Nintendo have been taught a thing or two by Rare. There's really very little excuse for poor conversions after all, then, eh?

***The list goes on, but an interesting trend emerges. Early Nintendo efforts have all suffered from troubled conversions, including Pilotwings and Mario Kart 64, while UK-based Rare's own GoldenEye and Diddy Kong Racing are exemplary efforts. We'd like to presume that the most effective re-coding techniques involved are being made available to all N64 developers, so it will be interesting to see if future third-party conversions actually render redundant one of the main arguments for import gaming.***

## SCART

If you own an import N64 but don't have an S-Video socket, this is the next best option. The initial problems with the N64's inability to produce an RGB signal hasn't prevented determined hobbyists from coming up with dedicated SCART leads, but be warned that the old SNES versions of multi-out-to-SCART won't work with the N64.




## RF

All UK N64s come with an RF Modulator that slips into the multi-out socket on the back. This allows you to connect it to the basic aerial socket of any TV with a standard co-axial cable.

## Audio

If using S-video and AV, you have the advantage of separate sound leads that can be used to drive a stereo directly through the auxiliary phono inputs. Unless your TV has excellent sound or is already wired up to separate speakers for the full Nicam digital stereo malarkey (not unusual, if you can afford expensive TVs in the first place), it might be worth investing in a pair of cheap PC speakers to stick on either side of your armchair. Some SCART leads will also feature separate phono outputs (it's dead easy to wire this yourself if you're a dab hand with a soldering iron).

## YOU'LL FIND IT ALL IN HERE

- If you're interested in joining the import set (and being able to boast to all your mates about the games you've got that they have to wait for) you can order adaptors, imported games and US and Japanese N64s and games through many of **N64** Magazine's advertisers. Flick through the pages for more details!

GO! GO!

# Gentlemen of import

**If you're going to become a regular import gamer, you'll want to acquaint yourself with the services of one or more traders in US and Japanese hardware. We like to know the types that buy up classified ad space in the back of N64 Magazine, so we questioned a couple of popular gaming merchants – New Generation Consoles of Leeds, and Gamefreaks of Bristol – on the import scene as they perceived it.**

***Who are your customers, and why do they buy import games?***

**NGC:** They're 20-35 years old, and most of them are buying games to run on their import machines.

**GF:** They're young, with lots of cash, and they know what they want – your typical early adopters. Basically, they can't wait to own the games. You buy on import and you get the games early.

***Do your customers generally have import machines, or do they use adaptors? Are there any drawbacks to using adaptors?***

**GF:** Generally, they have an NTSC machine – which they've had from day one. We find, in the shop, that the earliest converters can still manage to run some of the latest third party titles, but Nintendo's own carts cause the problems by constantly changing their lock-outs. It's probably to do with cost: Nintendo themselves can afford to keep upgrading their security, but it's not as important for third parties when they've got other expenses to consider first.

**NGC:** We've sold something like 3,000 import machines and 7,000-8,000 converters. We were first to produce an adaptor for the N64. It's unavoidable but you find, in time, that a converter doesn't always work with every new game. *Yoshi's Story* probably won't.

***What's the advantage of import gaming when compared to official releases? Any disadvantages you acknowledge?***

**GF:** Apart from getting the games early, you've got the advantage of NTSC – it's full screen and full speed. Disadvantages? Not with the American side, but the Japanese stuff, yeah, the text can definitely present a problem.

**NGC:** The Japanese text is a disadvantage, but there are plenty of hardcore gamers out there who want the games as soon as they appear – regardless.

***What's the oddest thing you've ever been asked to sell, order or procure?***

**GF:** Nothing odd, really. Though we do get asked for comics and figures, sometimes manga – merchandise that ties in with video games, quite often.

**NGC:** Er, a pink joypad, once. Mmm.

△ *The import games scene has just about managed to shed its reputation for being a bit 'dodgy'.*

***Is there a future in import gaming?***

**GF:** Definitely. It's down to the manufacturers – unless they could do worldwide releases on the same day, there's always going to be an import scene. What was the difference between the Japanese and UK appearance of *Mario 64*? A year, almost?

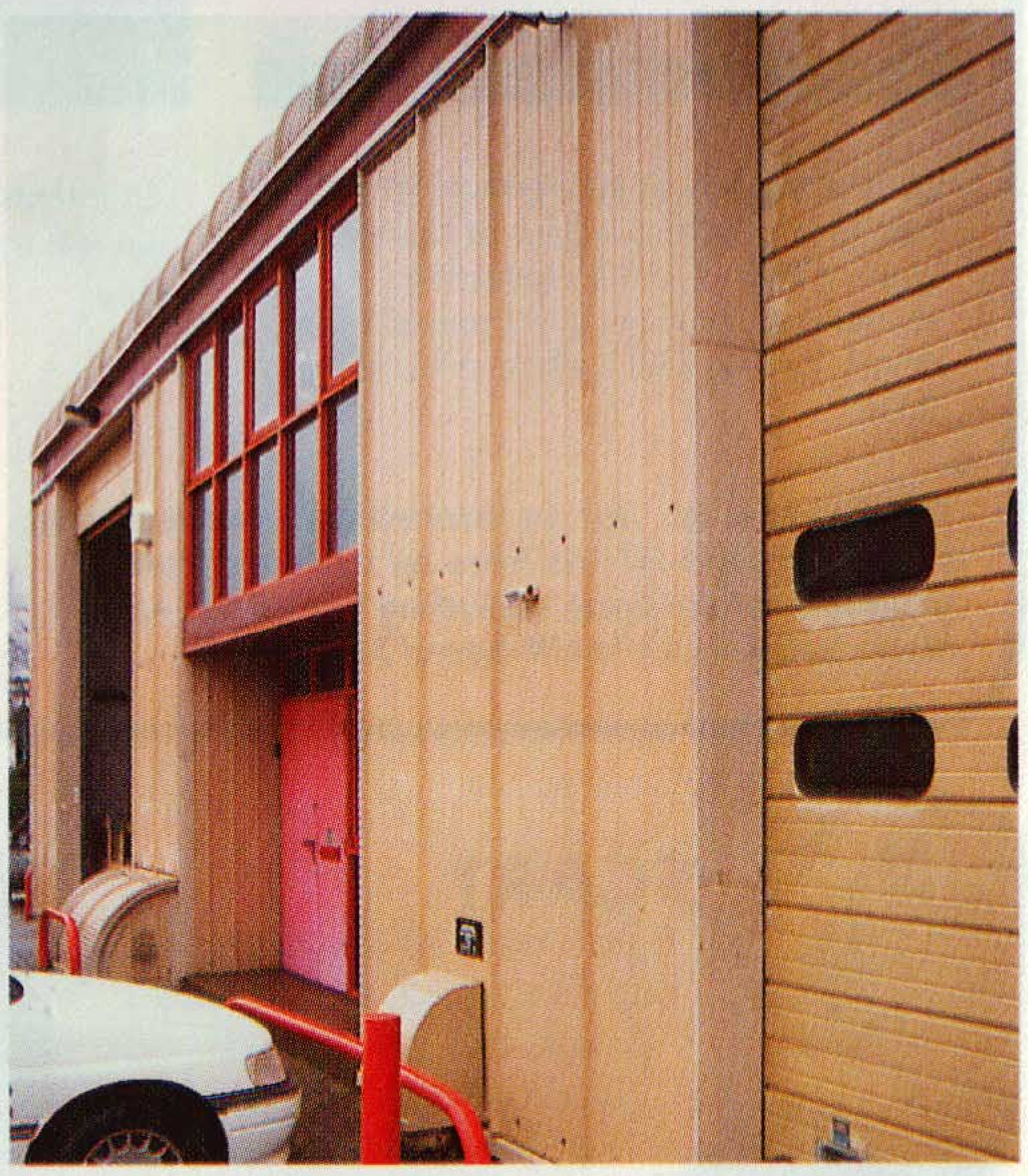
**NGC:** It's thriving. We were still doing good business on SNES and Mega Drive imports, although that's tailed off a bit now. As long as there's that gap between releases in different countries, you'll always have importers providing for the hardcore gamer.

***What were your highlights and lowlights of 1997? Any recommendations for 1998?***

**GF:** *Yoshi's Story* and *Zelda* for 1998. Highlights of 1997? Ooh, *GoldenEye*, *ISS64*. There weren't many lowlights, but *MK Trilogy*, definitely. And *Cruis'n USA*. In both those cases, we took one look and didn't even bother getting them in for the shop shelves...

**NGC:** *Starfox*, *GoldenEye* and *DK Racing* were our best-sellers of '97. We were quite disappointed by *Lamborghini* and *Dual Heroes*, and *Cruis'n USA* was another low. But for '98, we've already had so many inquiries about *Banjo-Kazooie* that it's looking quite big.

***Gentlemen, thank you.***



△ *An industrial unit of the type often probably occupied by games importing companies. This is where it all happens!*

* NGC is Next Generation Consoles, of 3 The Parade, Stonegate Road, Leeds LS6 4HZ. They can be reached on 0113 230 6007 (fax: 0113 230 6305) from 10am-7pm Mon-Sat, 12pm-6pm Sun.

* GF is Gamefreaks, who have an emporium at 20 North Street, Bedminster, Bristol BS3 1HW, tel. 01179 533935 and a 'presence' at www.Gamefreaks.co.uk.

# HOW TO... give the Yanks a damn good thrashing in NFL QUARTERBACK CLUB '98

by Max Everingham

**We'll, er, assume Max knows what he's talking about here. It all sounds like solid advice to us, though.**

Well, they had it coming, didn't they? This is, after all, the country that inflicted Hollywood, MacDonalds and sports majors (translation: doing a degree in things like tennis, for goodness sake) on the rest of us. Then there's chewing gum. And baseball. A beating is definitely in order, then, obviously.

Happily, perhaps in order to maintain the admittedly tremendous support they bask in, American sports have become showcases for glamour, excitement and tension. Which is good news for anyone reckless enough to have bought *NFL QuarterBack Club '98*, as it happens, because this, as probably no Americans say anywhere at all, is payback time! This is your chance to give the Yanks the hiding they deserve and to revel in the excessive celebrations that will inevitably ensue. Er, except that your lot are American as well. Meaning you are too, as the quarterback. Oh well, it felt good for a while.

**PREVIOUSLY IN N64** 10 — We reviewed *NFL QuarterBack Club* back in issue 10 where it was awarded 86%.

# IT'LL ALL BECOME CLEAR

The manual for *NFL QuarterBack Club '98* has been officially adopted as the first intelligence test in the syndicated US version of the 'Krypton Factor'. Contestants struggle with the exasperation that is finding which button in hell you press to get the flipping quarterback to throw the ball. Audiences collapse with mirth as blue-faced, teeth-gritting challengers hurl abuse at the lickle guy on the screen stood there with his lickle arm cocked back, doing… nothing. And then getting knocked over. Assuming you've worked out, however, that you have to press the trigger once to snap the ball, then again to chuck it, it may be in your interest to note the following:

## PASSING

**1** Do.

**2** The lob pass (tap the button) is more effective than the bullet pass (hold the button down), as the chances of the intended receiver dropping it is reduced. A little.

**3** WAIT A MOMENT! Novices will be intimidated at first by the tiny amount of time allowed to get the throw off. But don't panic – most of the time, your team mates will keep the heat off you long enough for the receivers to run their routes (and when they don't, there's absolutely nothing you can do). Wait long enough for the legs to run to the planned spots, or close to them, before you throw the ball.

**4** Don't be put off by triple coverage (i.e. your intended receiver is surrounded by three very, very big, rather angry-looking chaps). Go for a lob pass and he'll catch it.

## RUNNING

**1** Don't.

**2** On a hand-off play, run away from the quarterback. If you don't, he'll most likely just stand there in your way like a pillock, blocking your run and giving the other lot time to get to you.

**3** Don't try to spin out of trouble. It's almost always rubbish, and if you're hit hard, you'll lose more ground than if you'd just stood still. Try a juke (side-step, Right-C), boost (A) or even a hurdle (Left-C) instead.

**4** Go for that hurdle if you're up against a goal line defence and you only need a yard or two. Right through the middle.

**5** When about to be hit by a huge great bloke from the other side, dive to gain an extra yard, and to prevent him bouncing you back the usual three miles or so.

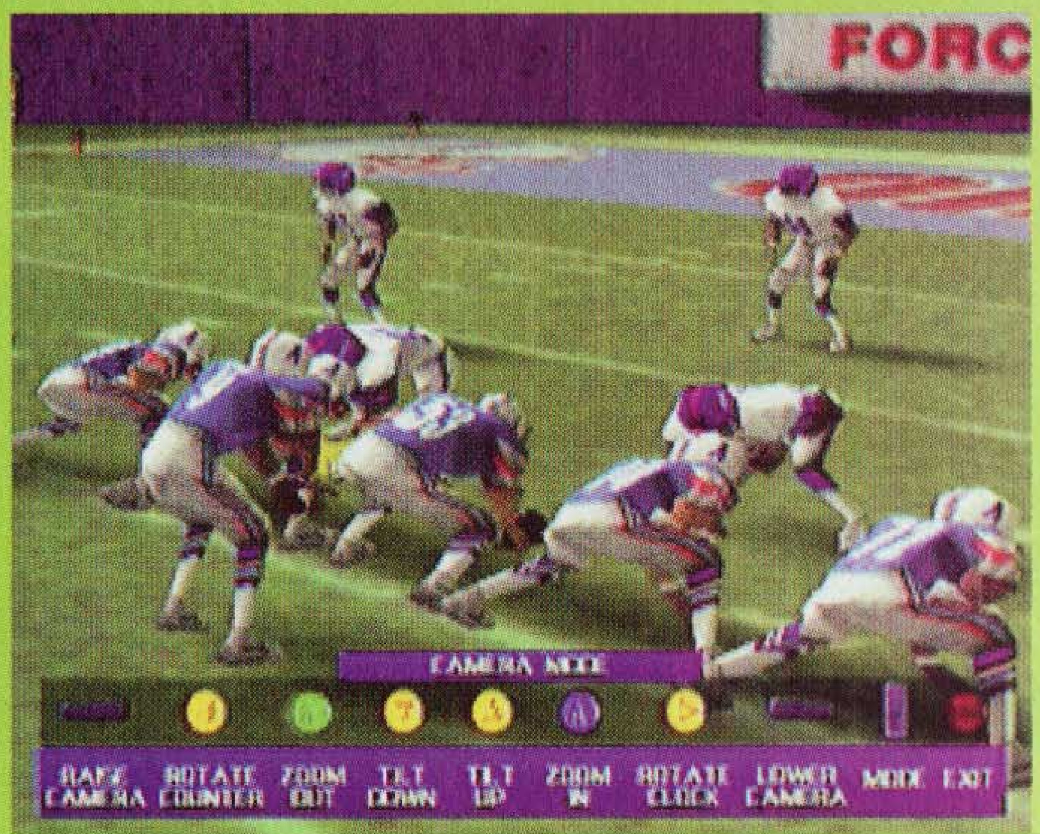
## OFFENCE

**1** Lean to read your opponent's defensive formation (see boxout 'Know thy enemy').

**2** Forget about interceptions. This is entirely a matter of chance, and no wild prodding of buttons is going to increase your chances.

**3** Pick a play and setup you like, then stick with it for a while. The AI doesn't learn, so find one that works for you and just make sure you drop the QB back sufficiently to avoid the sack. Which is about the only way your offensive 'strategy' can be foiled.

**4** Use Green Bay and pass, pass, pass. Or, if you're feeling brave and feel the need to run, go for the Detroit Lions and use run plays employing Barry Sanders' capable hands. Er, moving on…



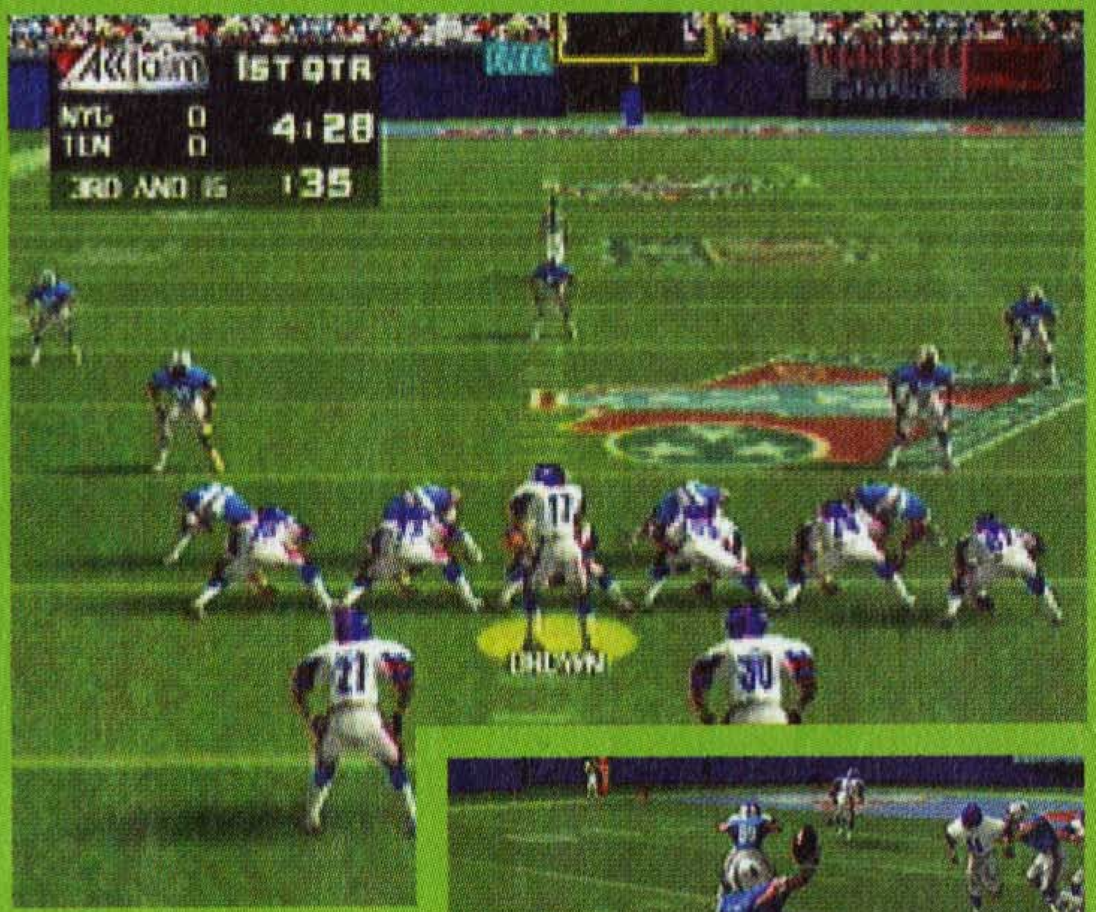
## DEFENCE

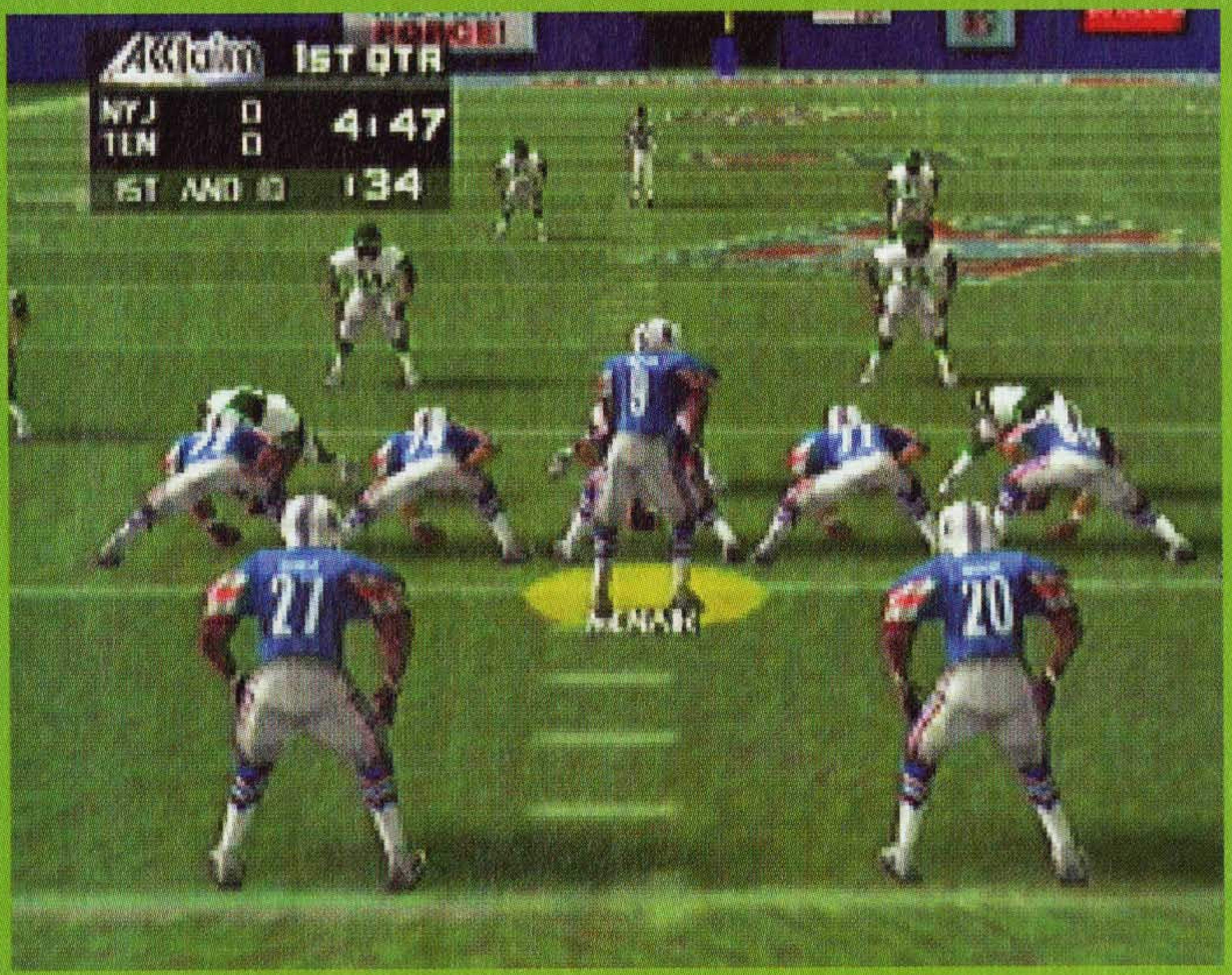
**1** Learn to read your opponent's offensive formation (much trickier than the defensive ones).

**2** Don't bother with a goal-line defence if the CPU is '4 and IN' (fourth down, with inches to go to make the 10 yards). Unbelievably, the computer always elects to punt, rather than go for it. Doh!

**3** If the defence options are getting you down, use the 'Dime' formation every time. Can't go far wrong.

**4** To increase the chances of your opponent dropping the pass, wait until the QB throws the ball, then press Bottom-C to select your nearest guy. Then hit 'B' repeatedly to foil the pass. You won't get called (on a foul) if you wait until the ball is in the air.






## RECEIVING

**1** Stand on the 'X' (cross). The manual says that pressing the C buttons (top or right, in particular) will increase your chances of catching it. This is patent nonsense. The other team has also read this manual and is wise to your ploys. Just stand on the 'X' and pray.

**2** The exception to the above advice is that, if your receiver is in triple coverage, pressing Top-C may just give you the edge.

## KICKING/PUNTING

**1** Punt out of bounds. To do this without it zinging off into the stands, just tap the joystick after pressing the Z-button for the first time. If the ball goes out of bounds, your opponent's defence can't run it back up the field, so play resumes from where it went off (a bit like a line-out in rugby).

**2** If you keep drawing penalties on a kick off, hold the controller so that your left index finger is on the trigger, and your right thumb is on the joystick. This makes it easier to exert only a very light touch on the stick.

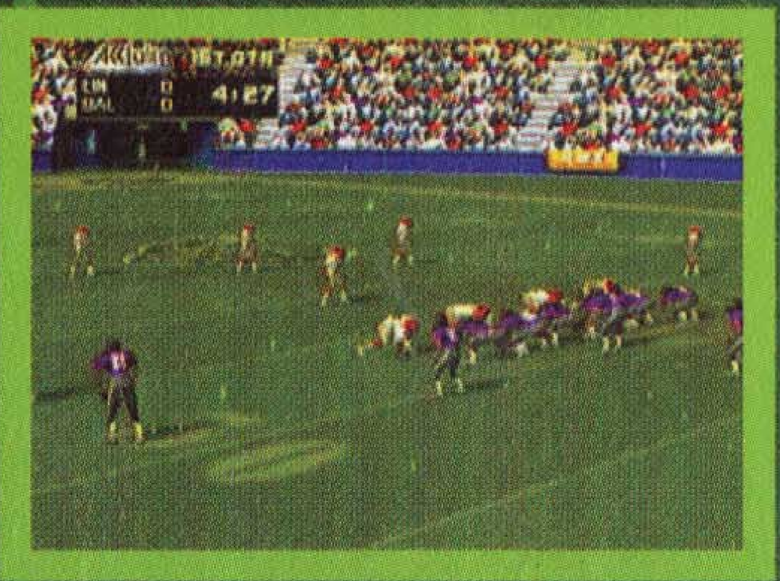
## SOUND

**1** Turn Marv off. **DO IT NOW.**

# DOWN TO THE NITTY GRITTY

The American penchant for play-by-play analysis is such that they have raised statistical tracking to an art form. The seemingly simple concept of American football, (grab piece of pig, throw or run with it to opposite end) has evolved into a maze of complex, previously unimagined options. And accordingly, in ***NFL QuarterBack Club '98***, the myriad play formations, player positions, tactics, statistics and what-have-you are all faithfully represented. Which is nice, but, um, useless. This may sound a bit harsh, so I have two words for you: 'Money play'. Translated out of doublespeak, this is what Julia Roberts would call 'a sure thing', and is, in this case, a play which is guaranteed to gain you a few yards. In fact, it's more often a case of many yards.

Now, the key to winning a game of football is to devise a carefully-balanced, strategic onslaught of running and passing plays, then execute it with strength, determination and wits in defiance of your foe's grim determination to thwart you. What a pity, then, that in *NFL QuarterBack Club '98*, you can mince around behind the line like a big girl's blouse, wait till the boys get into position, then hoik the pigskin skywards for a near-guaranteed reception and a closer view of the goalposts. After playing this game every day for about a month, I've come up with a (by no means exhaustive) playbook made of pure gold – all you need to do is decide how far you actually want to throw the damn thing:



## UNDER 10 YARDS

**It's a bit difficult to keep gains under 10 yards, to be honest. Oh, all right, if I really must:**

**1 Pro-Set – Quick Pass – B:** Give it a second until the receiver has crossed behind the opposition front line, then tap 'B' for a quick lob over their heads. Short but sweet (av. 5-15 yds).

**2 Pro-Set – QB sneak:** Use this one when you've only a yard or so to touchdown (or a first down). After the snap, run straight ahead and be ready to hit Top-C (over the top) or Left-C (hurdle) for a backstage pass to glory.

## 10-20 YARDS

**1 Wing T – Med Post – A:** The boys just peg it straight ahead and, in fact, you can throw it to either A or B for a 14 or 15-yard gain every time.

**2 Wing T – Coast – A:** For a short gain the other side of the line, let A run across in front of you, then lob the pass over (av. 12 yds).

**3 Run & Shoot – X Strike – A:** Nearly a 100% hit rate with this one. To test it, I took the Rams from their endzone to a touchdown using only this play every time (eight completed, four incomplete, or dropped). Then, to add insult to injury, I threw instead of kicked for a cheeky two-point-conversion (av. 7-15 yds).

**4 Pro-Set – 89 hooks – B:** This is fine. The trick is to wait until the intended receiver has run upfield and turned around. Then fire the ball at him, straight down the middle (variable yardage).

## OVER 20 YARDS

**Perhaps a little more prone to interception than other plays, these big-gun mothers are a joy to behold. Watch 'em and weep.**

**1 Run & Shoot – Downtown – B:** A glory play to savour! Hold the throw off until your receiver (B) has pegged it sufficiently downfield, then let it rip (av. 28-30 yds). My personal favourite, I took the Rams (again, and they're not supposed to be much cop!) from my 20-yard line to a touchdown in three completions. That is, threw it three times and caught it three times, with an average gain of 34 yards. And then got a two-pointer to round it off, naturally. Later, I did exactly the same thing with the Patriots, except it only took two throws.

**2 Run & Shoot – Junction – A:** Another loooong reception, lacking the huff and puff of the downtown play, but equally satisfying. No secrets, just select it and hit the buttons (av. 25 yds).

**3 Run & Shoot – Deep Outs – Right C:** A throw that goes way out to the right, thus giving you plenty of air time to savour. Tap the button for the lob pass, as a bullet often gets there before he does. Immensely satisfying, in a smug sort of way (av. 24 yds).

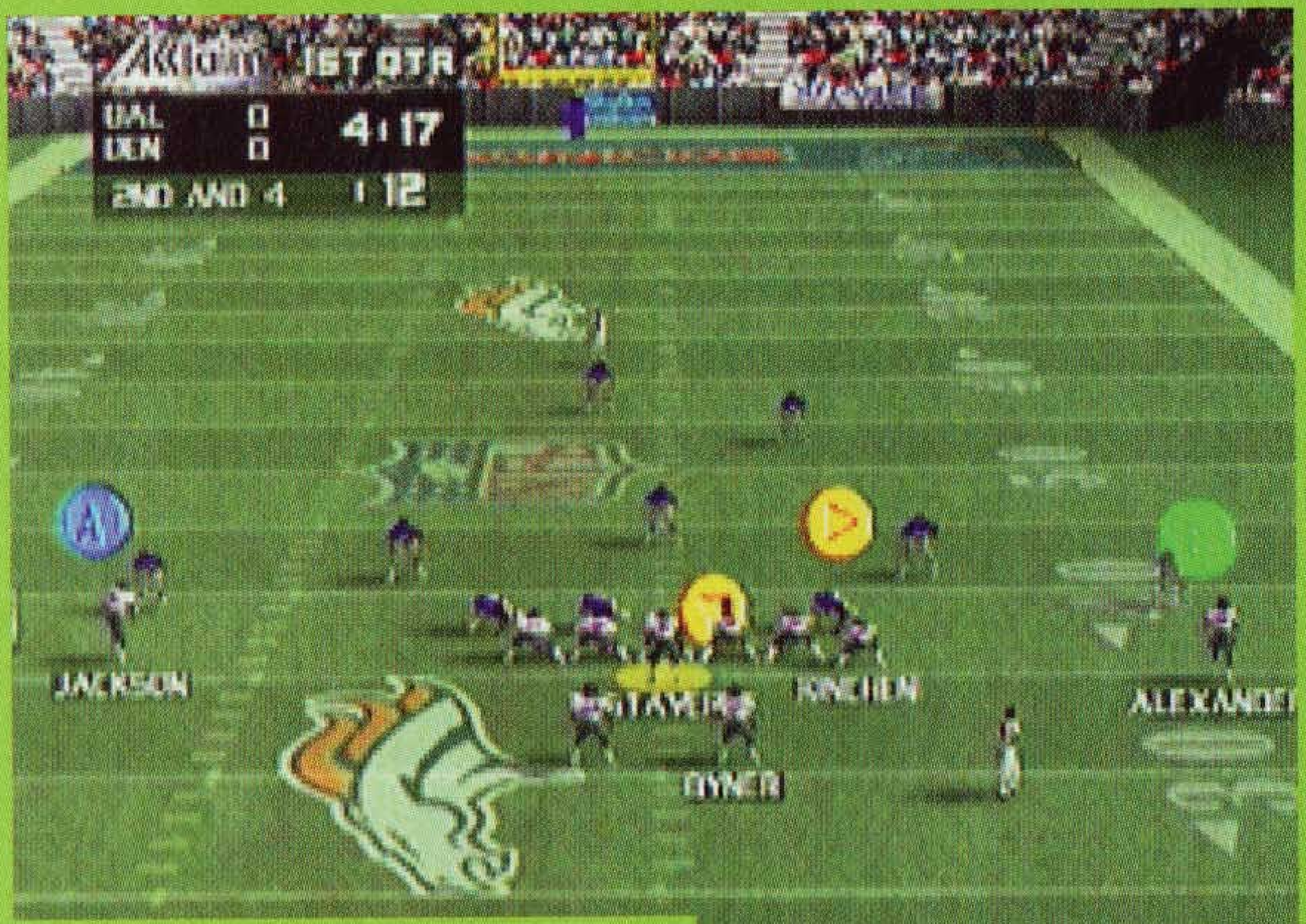
**4 Trips – Bomb – Right C:** A real gem, despite the initial disappointment of the ball not exploding into a zillion pieces on impact. 'Glory-play' numero tres (av. 20-30 yds).

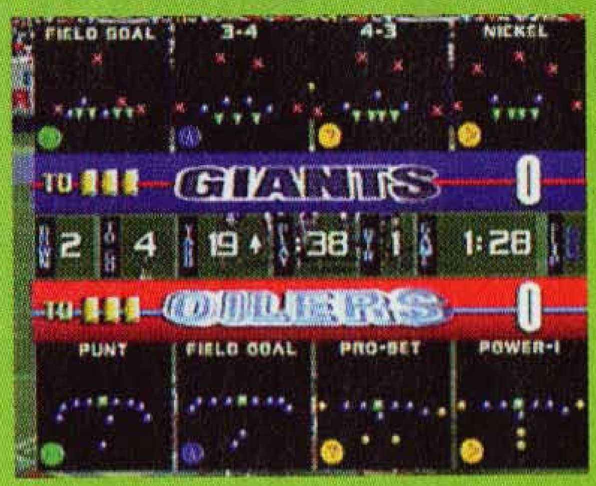
**5 Pro-Set – Streak – B:** A long gain over to the right. Wait until your man on the B button breaks right, then lob it ahead of him, so that he runs onto it. Hit the juke or spin and you may well escape the defenceman on your shoulder and go in for the try. Touchdown, sorry. (av. 20-25 yds)

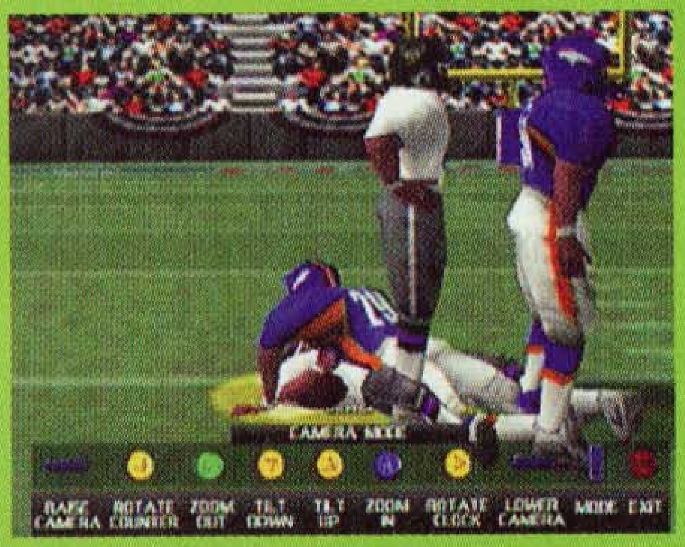
**These plays work all the time. Well, provided that you don't get sacked (knocked over, not lose your job), and provided the knuckle-headed receiver bothers to raise his arms above knee height to catch it. This, alas, is not always the case, but you can still pretty much count on a 60% success rate. And with four goes at chucking it just 10 yards, you should be fairly well-acquainted with the endzone after the first quarter or so.**

GO! GO!

# IT'S MORE THAN JUST A GAME






## 1. Know thy enemy

One of the keys to success in the real game is to be able to 'read' the other team's formation, so you can anticipate what they're going to do. This is not always that easy to do, seeing as the difference between one formation and the next one can be as little as the forward movement of a single receiver. So, rather than learn them all, remember this:

- **Pass Formations (offence)** – Receivers (yellow dots on the play cards) often on the outer edges of the formation. QB tends to stand a bit further back behind the line.
- **Run formations (offence)** – Most players are likely to be standing along the line, with one or two receivers flanking, or behind, the QB.
- **Defence against the run** – If there are more than four players on the front line, they think you're going to go for a run. (Most obvious examples are the 'goal line' formation, with ALL 11 players in a slight arc along the line, and the 'Eagle' formation, with an effective 10 out of 11 standing tall and proud at the front).
- **Defence against a pass** – The players are likely to be forming a semi-circle behind the line. If there are more players back than forward, you have yourself a pass defence.

Then you have the 'dunno' defensive formations, dubbed '3-4' and, imaginatively, '4-3'. Use them when you're too lazy to try and work out what your opponent's going to do. Or if you're just plain lazy.

Generally excellent defensive formations are:

Goal line = against a short run

Eagle = against a run

Dime = against a pass

4-3 = when you're unsure

## 2. Taking the pass

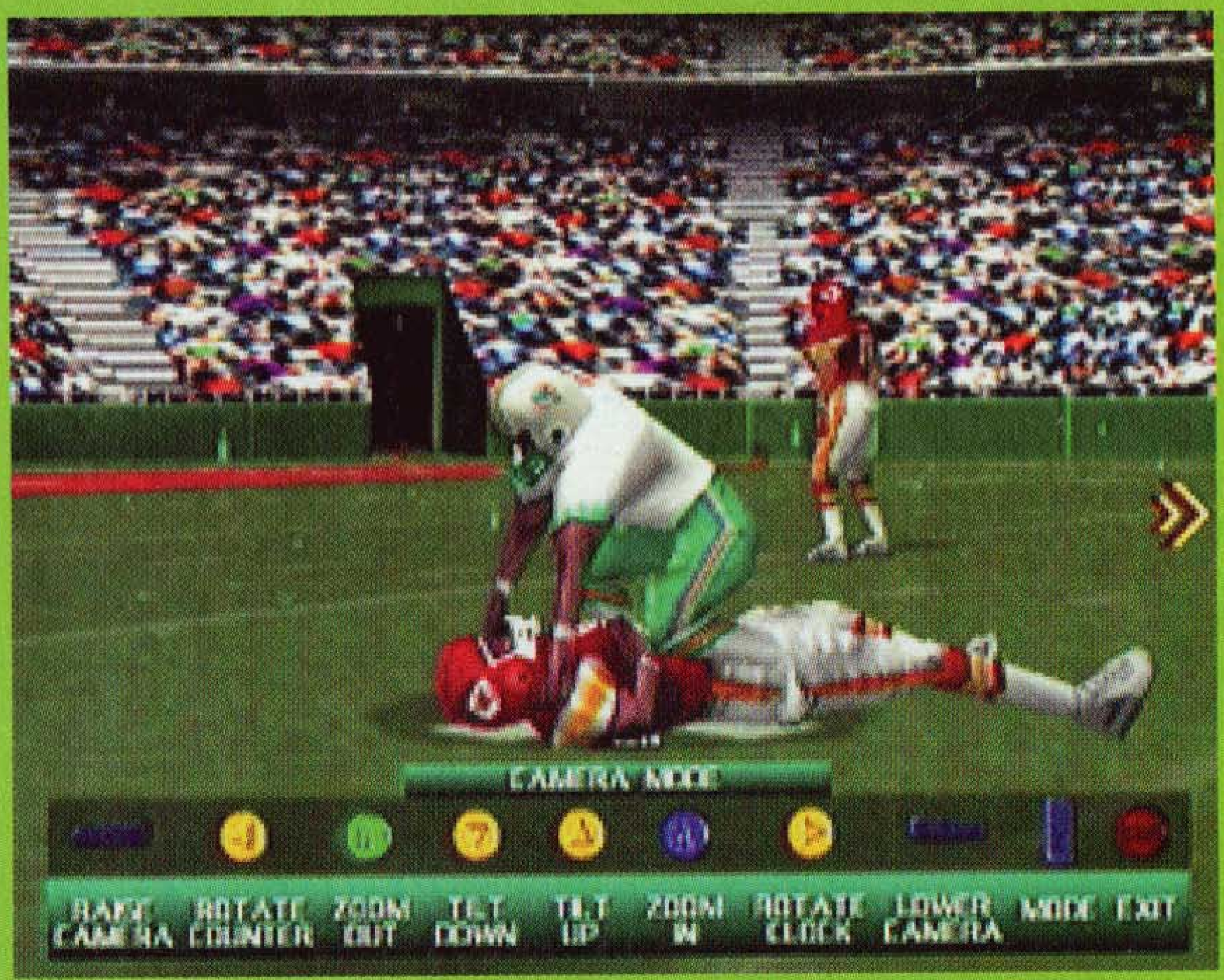
Mere defeat is not sufficient a punishment to inflict on the enemy, of course. He needs to be humiliated. It's good for him. So, when a one-point conversion seems just a tad too lenient, be mug big-style and go for the extra point throw, putting it back where it just came from (um, you've just been in the endzone, you see).

And this is how: Field goal – Pass Fake – A

There's a knack to this one. You have to wait until a second before you take the hit from the lumbering defencemen, usually one bearing down on you from either side, then tap A for the pass. Yes, I know it's scary, but you want the glory don't you?

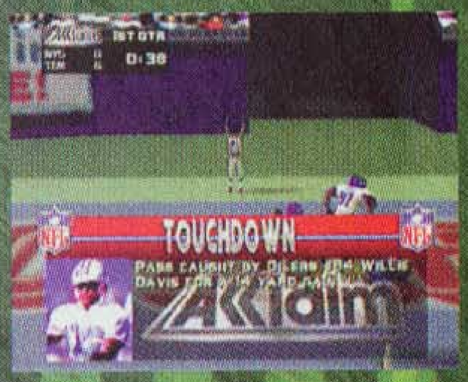
## 3. When winning isn't enough

Annihilating the defenceless has its merits, naturally, but there comes a time when even the sweet taste of a complete and crushing victory loses its flavour. Time to turn, then, to the *NFL QuarterBack* mini-games, namely:




1. Use slo-mo replay mode to judge the most yardage lost in a 'bounce back' tackle on a punt return. Keep a tally with your pals and the most yards lost wins.
2. Hold a compo to see who can do the most spins, dives and other monkey-business in the time between the play ending and being returned to the play-select screen. I personally recommend the pointless 'swim' tackle.
3. In Season play, stage a competition to record the best tally of Marv saying 'That was a PUNISHING tackle' in a single game. The winner gets to play with the sound off next game.

**OH BLAST!**
If you've been stabbing madly at the A button to get back into the action and find you've gone and selected a play formation by accident (or indeed have just made the wrong decision), fear not. Simply press the 'Start' button twice, and you'll be back at the 'play-select' stage. Saves a timeout, but only works if you have yet to choose the coverage.

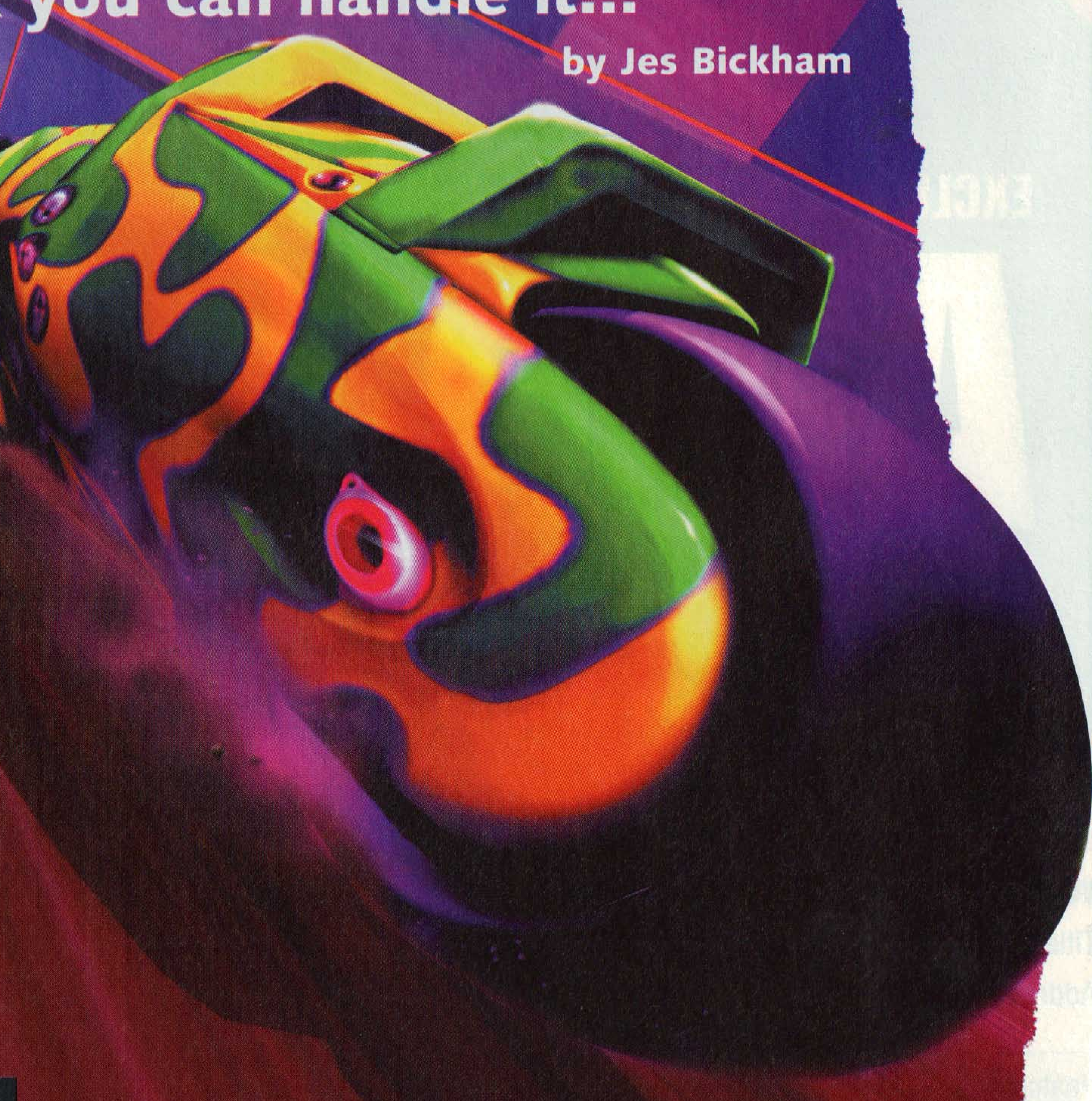


**NOT SLOW ENOUGH FOR YOU?**
On a replay, the Top and Bottom-C buttons give you a wonderfully fluid 'slo-mo' playback, just right to relive the sublime simplicity of that bomb into the endzone. More beautiful than the replay given by using the Left and Right-C buttons, but not immediately obvious from the manual. Unlike the descriptions of all the other features, then.

# HOW TO... get the best from your bike in EXTREME G

**"Too fast for its own good"? Nonsense. Strap yourself in, if you think you can handle it...**

by Jes Bickham



**Extreme G. A speedy, adrenaline soaked rush of guns, explosions and toupee-ripping speed, with an extra dose of speed, topped off with a sprinkling of grated speed for good measure. You'd be right in thinking it's a bit nippy, then.**

Because *Extreme G* is possibly the fastest game you'll ever play. Initially, it's all a bit much, as you careen into corners and slam into walls, unable to cope with the ridiculous acceleration and "she canna take n'more!" velocity. But, plenty of practice, and an understanding of the finer points of cyber-bike handling will both ensure you're well on the way to experiencing the most vicious, exciting, tense race of your life. With guns. And speed.

**PREVIOUSLY IN N64** We reviewed *Extreme G* back in **N64**/9 where it scored 87%.

## On the right track

*Extreme G* plays markedly differently from other racing games. Notably, for most of the game, you'll find that you're walled in: the tracks are surrounded by an invisible forcefield, so it's impossible to swerve on to the scenery. It's a concession to the speed of the game, but understanding these parameters is the key to success in *Extreme G*. You'll find that by restricting where you can go, races become incredibly tense as you simultaneously swerve, shoot and dodge.

## Get a handle on this

Your bike will only turn so far: it's impossible to turn right around and head up the track the wrong way, for example. It's another quirk that keeps the focus on going as fast as possible, and all the intense 200mph tactical decisions that this entails. Thankfully, rather than just simple left/right, accelerate/brake functions, you're given an extra tool: the powerslide. This is your single greatest ally in the world of Mad Future Racing. Used via the right shoulder button, it leans your bike and skids it slightly, giving you vital extra turnage. Learn to love it. It's essential if you're going to navigate snaking chicanes and right-angled corners. It's also a godsend as you dodge missiles and overtake opponents within the narrow tracks, trying to avoid the dreaded deceleration.

## Asphalt ballet

Right then. You can't actually 'crash' as such: clipping walls or the aforementioned forcefield will slow you down or stop you dead. Likewise, damage taken from weapons will do the same (your bike can't be destroyed – once your shields are worn down to nothing, any successive hits will bring you to a grinding halt). Your aim, therefore, is to avoid being slowed down at all. Speed, literally, is the name of the game. As such, familiarisation with the tracks is essential. It's vital to know where the next corner is.

## Nitros

Your bike is given three nitros per race. Be very, very careful with these. They boost your bike to quite insane speeds. They're best used on straights or jumps as an unexpected corner will result in unfortunate bike/wall interfacing.

**CHEATS NEVER PROSPER**
Yes they do. Well, these aren't really cheats as much as quirks: complete a given stage on a given difficulty level and you'll be rewarded with a password that you enter as your name (lower case letters). Here's what we've found so far.
*roller:* changes all bikes into boulders (?)
*fisheye:* changes the camera into a distorted view.
*magnify:* enlarges everything, giving the impression of slowness.
*banana:* constant powersliding.
*wired:* changes scenery into wireframe graphics (making the game seem, more than ever, like a rollercoaster).
*stealth:* all bikes become invisible, identifiable only by their shadows.
*antigrav:* turns the game upside down, with the controls appropriately reversed.
*ghostly:* turns the background transparent.
*xtreme:* speeds up the game.
*uglymode:* pixellates the graphics.
*nitroid:* gives you unlimited nitros.
*arsenal:* gives you a missile every few seconds.

And here're some passwords:
51GG95: all levels and the Roach.
61GGB5 same as above plus the Neon bike.
81GGD5: all of above plus the secret track.

and one more:
If you're playing 'Shoot-'em-up', enter your name as fergus. The drone bikes have now become scary heads that belong, presumably, to poor Fergus himself.

GO! GO!

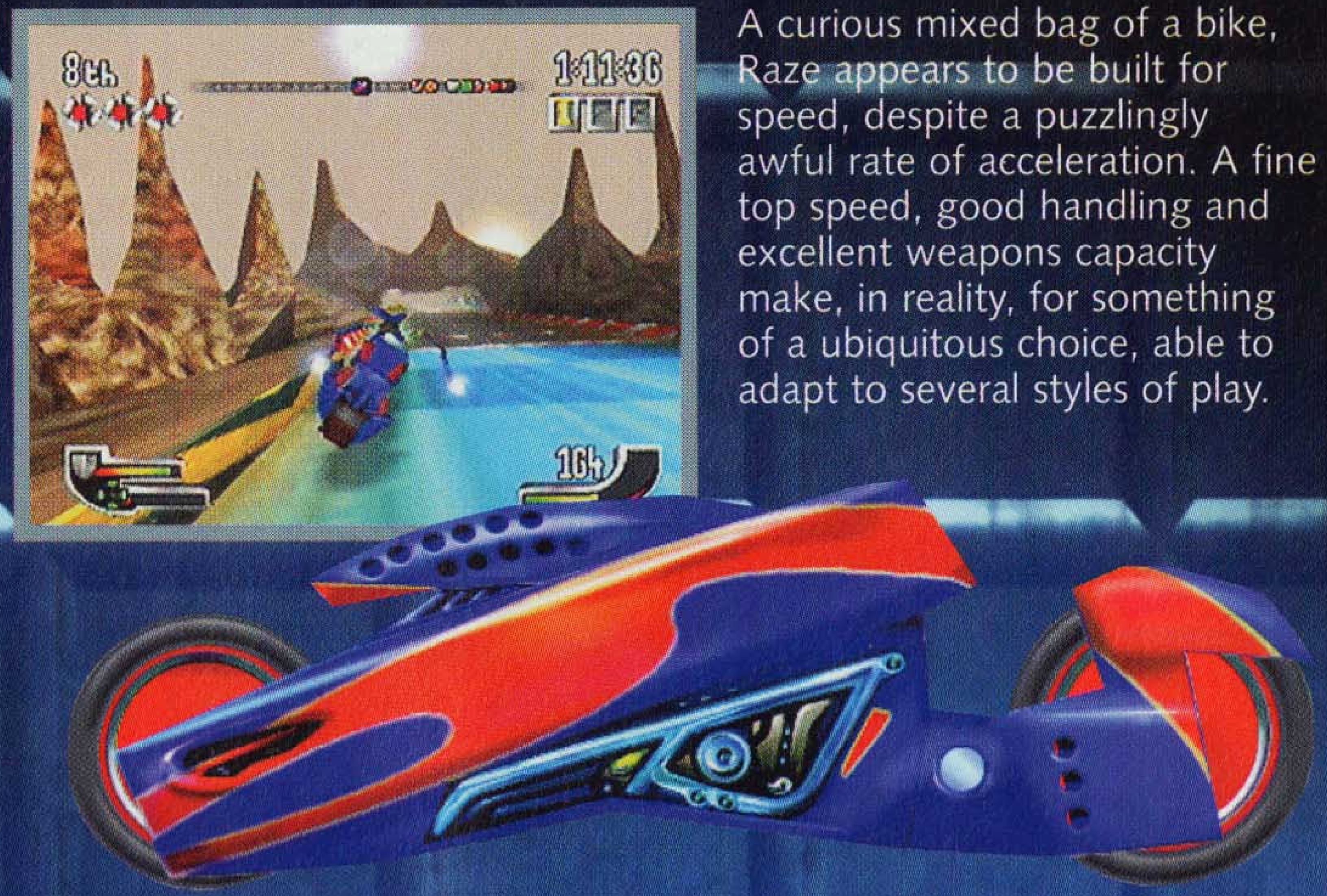
## THE BIKES

They may look like shoeboxes, but they're high performance machines really. With guns.

### APOLLYON:
Default Weapon: Pulse Cannon

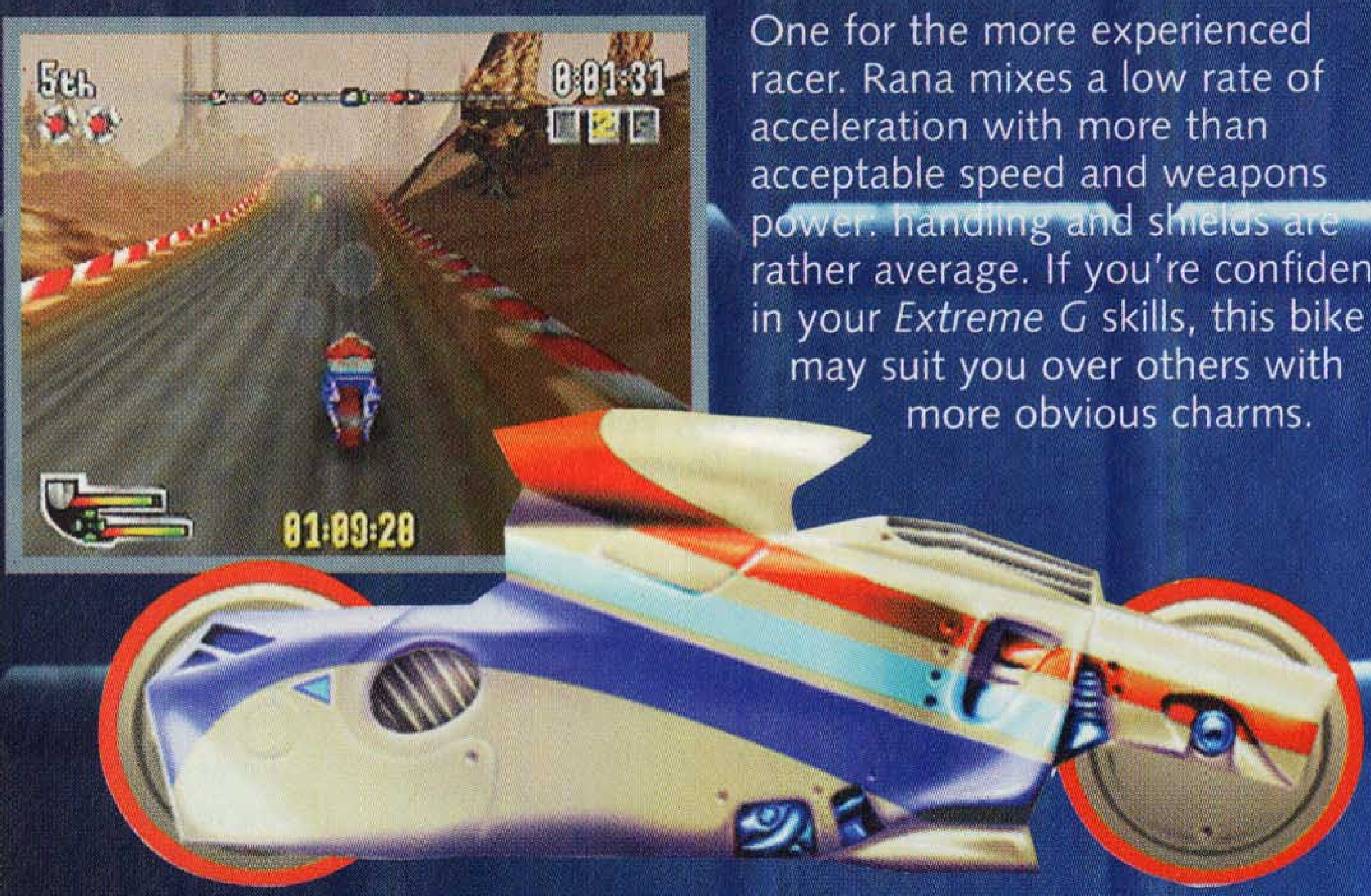
One for the bloodthirsty amongst you. High acceleration and top speed coupled with excellent weapons power mean that this is perfect for the reckless firebrand. The downside is that, because it's built for offensive tactics, handling is poor and shields are low. Use Apollyon if you're going for a weapons-heavy strategy.

### RAZE:
Default Weapon: Laser Cannon



A curious mixed bag of a bike, Raze appears to be built for speed, despite a puzzlingly awful rate of acceleration. A fine top speed, good handling and excellent weapons capacity make, in reality, for something of a ubiquitous choice, able to adapt to several styles of play.

### RANA:
Default Weapon: Pulse Cannon



One for the more experienced racer. Rana mixes a low rate of acceleration with more than acceptable speed and weapons power. Handling and shields are rather average. If you're confident in your *Extreme G* skills, this bike may suit you over others with more obvious charms.

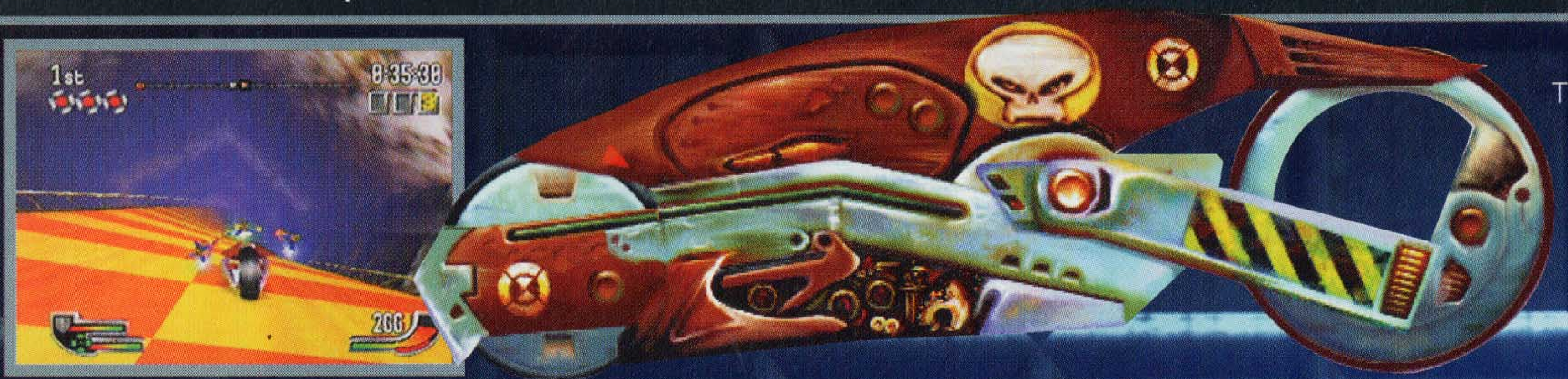
### KHAN:
Default Weapon: Excel Cannon

Although touted as one for beginners, Khan is a fine choice for anyone. Admittedly, you won't make an impact if you're going for a guns 'n' carnage race, but those who rely more on skill and grace will find great acceleration and shields (with middling handling and top speed) make for a more gentlemanly contest.

## SECRET BIKES

Oh yes. Complete the game on the easiest difficulty and the natty Roach can be yours. Succeed in the higher difficulty stakes, though, and the truly brilliant Neon is available.

### ROACH:
Default Weapon: Exel Cannon



The Roach is almost perfect in every area, outstripping all the other bikes in every possible category. Suited for any kind of game you wish to play. The truly magnificent speeds require some getting used to, though.

## JOLT:
### Default Weapon: Excel Cannon

Another pot-pourri of a bike that excels in speed with okay handling but is fairly poor in every other area. We can't say that Jolt is particularly recommended, as all the other bikes fare better overall.

## MAIM:
### Default Weapon: Laser Cannon

Another offensive choice, as its violent name suggests. Pretty similar to Apollyon, but slightly slower (although it handles fractionally better).

## GRIMACE:
### Default Weapon: Laser Cannon

Looks a bit nasty with its scary be-fanged paintwork. Not too easy to handle, and low weapons capacity will turn a missile into a spud gun, Grimace is built purely for speed. Top acceleration and superb top speed (and excellent shields) should appeal to the racer who likes to keep his eyes on the track and not get involved with all this shooting business.

## MOOGA:
### Default Weapon: Pulse Cannon

A redoubtable workhorse, this one, firmly in the built-for-defence camp. No acceleration to speak of, but the top speed is ace, handling is good and top notch shields mean that a fusillade of heat-seekers will have all the effect of lightly falling rain. A firm favourite in the multiplayer stakes, where the lack of acceleration makes for a more controllable game.

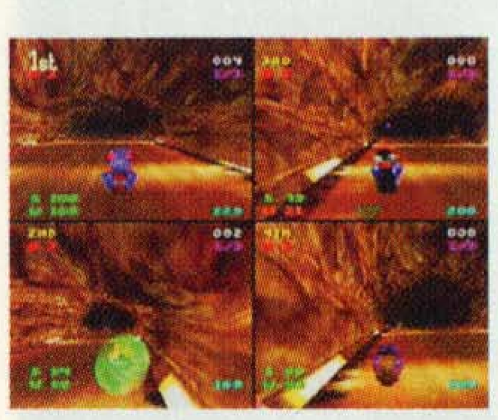
## NEON:
### Default Weapon: Laser Cannon

The ultimate bike, Neon is even more accomplished than the Roach. As such, you'll never want to use another bike again. Nuff said.

GO! GO!

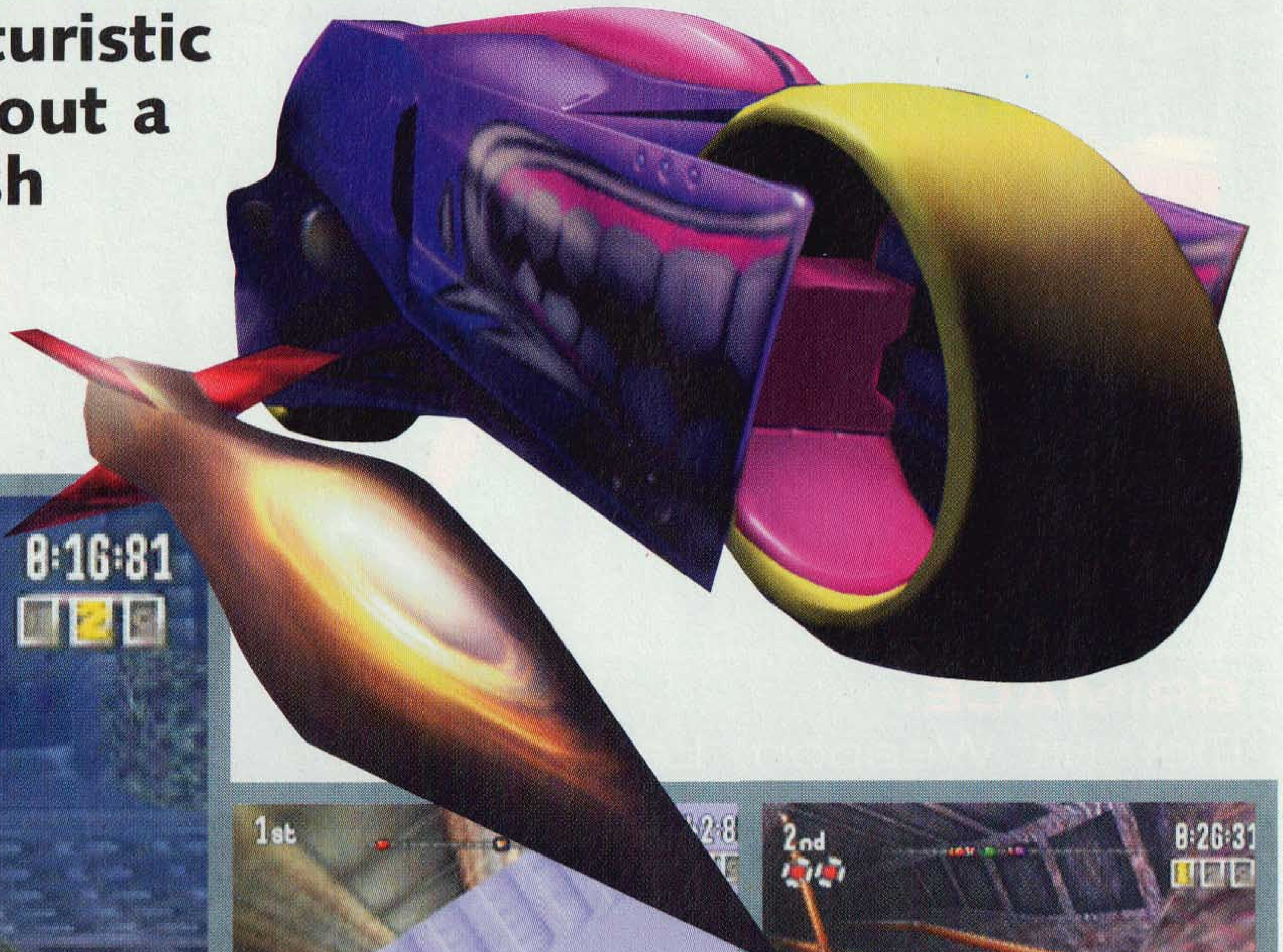
**SECRET TRACK!**
There's a secret track that's garnered after you complete the whole game on all difficulty levels. It's disappointingly small, being a twisty road running around a mountain, surrounded by the sea. Still, it makes for an intense, if short, experience.

**MULTIPLAYER**
The general consensus is that the multiplayer modes in *Extreme G* are not as good as the one player game. Tish. The reason it fails is that you really need players who know the game inside out: if you've got friends who know what they're doing and can cope with the ridiculous speed, you'll find that it's incredibly good fun, tense and exciting. Otherwise, it's a bit tedious, as novice players crash continually into walls and swerve all over the place as you streak ahead. Practice makes perfect, that's our motto. Or is it "it's your turn to make the tea"? I can never remember.



# VIOLENCE DIDN'T

**Well, unfortunately it has. The Gulf War would have been over a lot quicker if Mr. Hussein had agreed to a quick round of Jenga, for instance. Still, where would futuristic racing games be without a selection of outlandish instruments of destruction? Nowhere, of course.**



## Default weapons

Each bike is fitted with one of three default guns. They run on a power source similar to that of your shields, signified by a power bar on your screen. Continual use will deplete the power, but they'll eventually recharge. You'll find you can get a lock-on of sorts: shoot someone and keep firing. Your gun will track them slightly to the sides if they swerve.

### Laser cannon
This fires continuously and slows your opponents down considerably. Unfortunately it doesn't do any shield damage, but is highly useful nonetheless.

### Pulse cannon
The weakest of the three guns, the Pulse Cannon has a slow rate of fire and does next to no damage. Pretty useless, actually.

### Excel cannon
Superb. A high rate of fire and big damage potential make this the weapon of choice, if you're lucky enough to have it on your bike.

# SOLVE ANYTHING

## Pick-up weapons

**An eclectic mix of weapons. You'll need to know exactly what each one does before you'll find them useful. And if you've not got complete mastery of your bike, you'll more often than not find them a liability. Respect space and distance: because you're going so fast, it's easy to drive into the blast of your own weapon.**

### Missile
A front mounted missile. Common and not particularly powerful, use it only when you've got someone squarely in your sights.

### Homing missile
Cracking. This locks on to the nearest enemy and relentlessly hunts them, no matter how far away they are.

### Phosphor flare
Rear mounted, it blinds your opponents momentarily. Best used in highly congested moments to give you the chance to pull ahead of the pack.

### Invisibility
Simply makes you disappear – you can still be hurt, though. Use this ostensibly if you're about to overtake someone – they'll never know you're there 'til it's too late.

### Invulnerability
Does exactly what it says. Handy in all sorts of scrapes.

### Tractor beam
Pulls the nearest bike back whilst pulling you forward. Handy for breaking free of the pack or if you need to catch up.

### Power shield
Protects you for a while. Keep an eye out for bikes coming up behind you – this is great for anticipating incoming fire and will sap the shields of anyone who comes into contact with it.

### Mortar rocket
A trajectory weapon. Thus, try not use this in a tunnel or enclosed area. Hard to judge accurately – those directly in front of you are your best bet, as they'll drive directly into the blast.

### Laser limpet mine
Best used as insurance when you're in the lead, the limpet mine sticks to either wall and emits a laser trip-beam. A firm top-of-the-jump favourite.

### Morning star
Basically, a mine on a stick. For the best results, try to stick this on a blind corner or at the top of a jump.

### Proximity mine
This will gravitate toward your nearest rearward opponent. And explode.

### Multiple needle missiles
A quite glorious fan of explosive beauty, these fire ahead in a wide area. Use 'em on groups of leading opponents, as you're pretty much guaranteed of a hit.

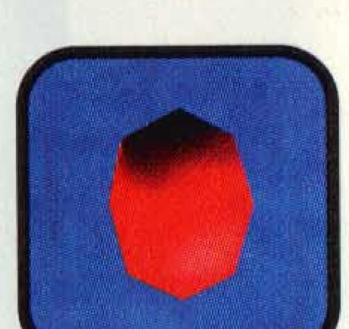
### Ion side blast
Perfect to prevent opponents overtaking, this fella projects beams of energy to either side. Alternatively, sneak up behind someone and surprise them as you race ahead.

### Flame exhaust
Fantastic. Fry anyone behind you with a lengthy tail of fire.

### Wally warp
A complex and highly tactical portable black hole. Drop the exit point first and then the entrance half a lap ahead. Use in a narrow corridor where it's difficult to manoeuvre around it or at the top of a jump or round a blind corner.

### Rear missiles
These fire behind you, and are perfect for eliminating unwanted pursuers.

### Static pulse
Smashing. A tidal wave of energy surges up the track, rendering the steering and weapons of any unlucky bikes useless for worrysome seconds. Best used on tricky chicanes, jumps and any difficult corner.



### Shield recharge
Red spheres dotted liberally around the courses. It's vital that you use these continually to replenish your shields.

### THAT'S MORE LIKE IT
Value for money is a big consideration when buying a racing game. *Extreme G* fares well here, as you have to work to learn it, and as you progress, the better it becomes. Consider its myriad one player modes, twelve tracks (plus one secret) and four battle arenas also, and you'll see that Acclaim have certainly crammed all they can in. Other racing games don't come off quite as lightly: *Mario Kart 64* has 16 tracks and four battle arenas, sure, but is far too easy, with only the multiplayer mode to ensure longevity. *Top Gear Rally*? Five tracks. *Multi Racing Championship*? Three (Three? Three?! What were they thinking?). *Wave Race* is better, with nine courses, and then, of course, there's *Diddy Kong Racing*, which is bigger than Godzilla's dad. With a hernia. All of which is to say that there's a moral in there somewhere, but we're blowed if we know what it is.

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# HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE

# HOW TO...

## ensure victory every time in GOLDENEYE'S deathmatch

**by N64 Magazine spy Tom Chase (with some M-style extra secrets from Tim Weaver.)**

**Sometimes, once in a while, a game comes along that demands your non-stop attention. And after a smidgen of playing you come to realise you're actually quite good at it. Then, a couple of days later, you're teetering on the edge of being a bit of an expert. At this point, then, there is only one path to follow: Help Wanted.**

See, here at **N64** Magazine, we always value the input of our readers, especially when we're well aware that sometimes – just *sometimes* – you could actually give us a darned good run for our money. And, accordingly, what we want to do is give you a chance to strut your gamesplaying stuff *and* lend a hand to all **N64** Magazine's other readers in the process.

If we decide your efforts are good enough the rewards are outstanding. Or, at least, warm. Send us something we like and we'll return the complement with a heaving great **N64** Magazine jacket which, we've been told by local homeboy James, are "wicked". Get writing!

### The rules

- Your guide wants to consist of about 2000 words of expert advice on a game you've played until you're blue in the face.
- Rather than trying to cover the whole game, follow the example of 'Help Wanted' features we've run so far and focus on one aspect of the game. (Tom, here, has looked at multiplayer *GoldenEye*, for example.)
- It's detailed briefing that's the most important thing, so don't worry too much about pictures or presentation. Wil and Paul'll do all that.

Please send your contribution to:
**Help Wanted, N64 Magazine,**
**30 Monmouth Street, Bath BA1 2BW.**

Remember to include [1] your name, [2] your address and [3] the size of the **N64** Magazine jacket (S, M or L) you'd like if your guide is published.

Oh, and you'll probably stand a better chance of getting published if you go for something a bit 'different' – maybe not a multiplayer guide, for a change, and a less-obvious game.

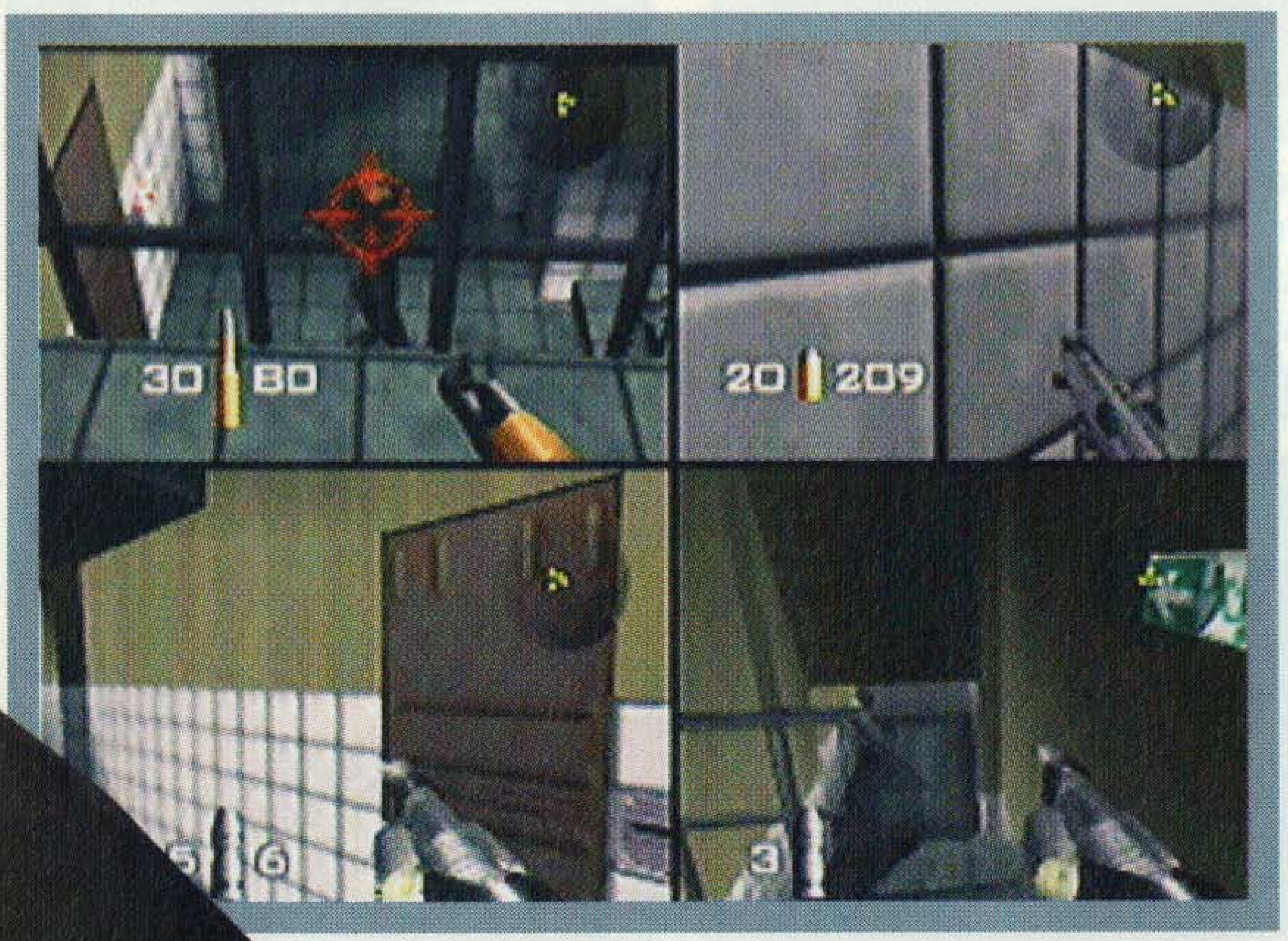
*GoldenEye* is an amazing game. Its 18 (plus two secret) levels are awesome. Surely only being able to breath is as good. But after completion of the one-player game (which is no small task), there's still a wealth of stuff to grapple with. Indeed, the best is still to come. The multiplayer mode actually rivals the main game with little effort. But bringing across the skills you've learned from the one-player game isn't enough – there are extra tricks to be learned if you're going to be the best. Read on...

# GENERAL TIPS

## Characters

Despite what **N64** Magazine said in issue nine, there's actually more difference in the way characters play than you'd initially think. Primarily, of course, it's their heights. This is possibly the main thing you should consider when choosing your character. Jaws, for example, finds it difficult to peer through doors whilst Oddjob can't see at all. But, conversely, Jaws has to physically adjust his sights to get a hit in on a smaller character while Oddjob or the Helicopter Pilot don't have to. Secondly, there's a small difference in speed. This comes into the equation when you're running away from or chasing an opponent. Characters like Jaws are faster, due to their longer leg stride. And, thirdly, you have to consider colour. A scientist, for example, sticks out a mile in the Temple but can't be seen as well against the white walls of the Bunker.

## Aiming



The first thing to remember is that the game has an auto-lock option, which aids long distance firing no end. But for exact targeting it's best to use the bring-upable red target provided. Hold the top right shoulder button to get the target up on screen and then use the analogue stick for exact movement, pressing fire as and when. One of the best places to use this is through glass panels and holes in the floor, like the Temple's. It's easier to shoot someone while looking or going down a slope than it is going up. *And*, make sure you're not at the flat bit at the top of the slope and your opponent is at the bottom, or you'll be aiming straight ahead.

## Reloading

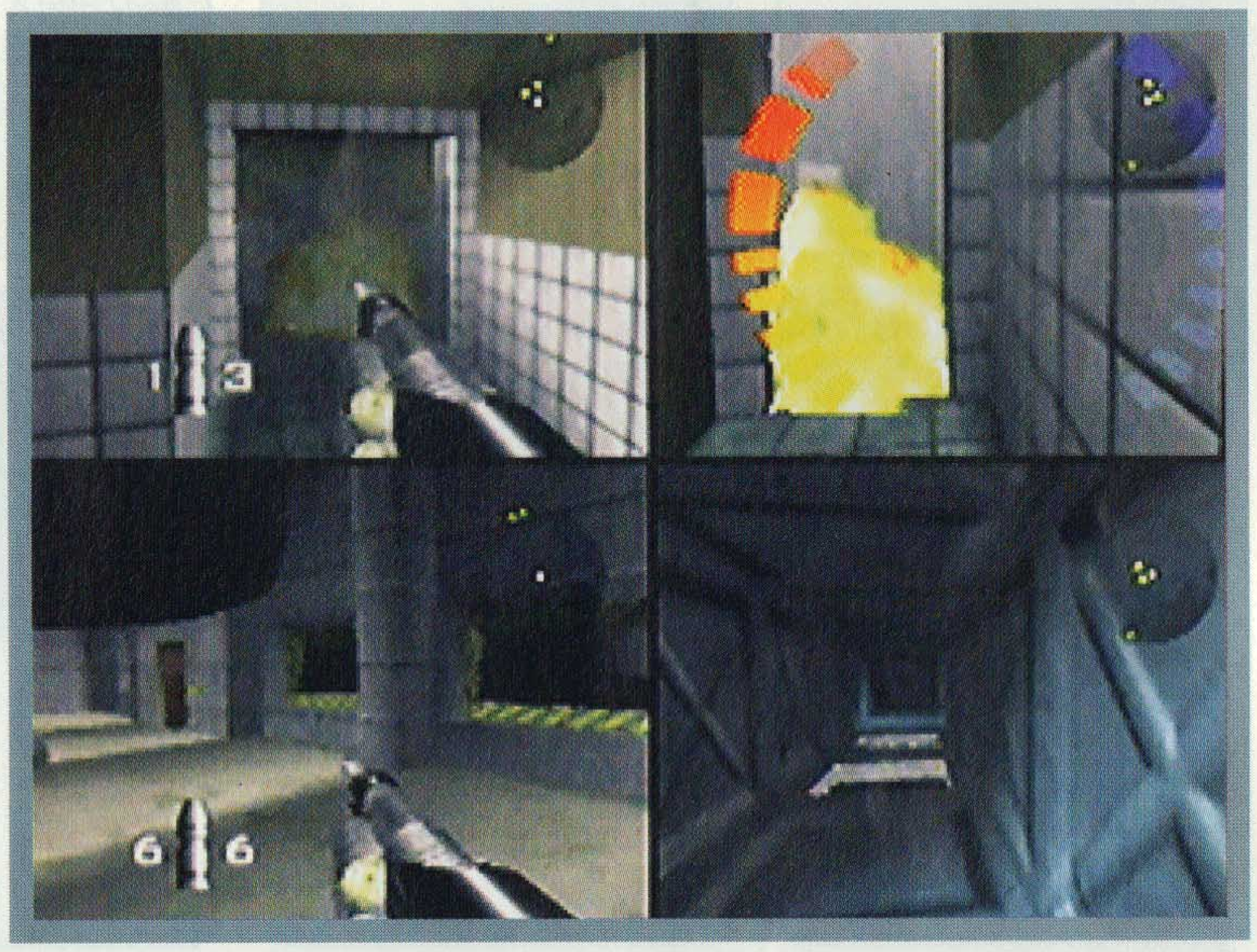
A very simple task. Just press B when not up against a door. Watch out, though – sometimes this is just the time for an opponent to burst in. And, especially in stalemate situations – and the different play modes, such as Licence to Kill – reloading can actually cost you the game.

## Stealing

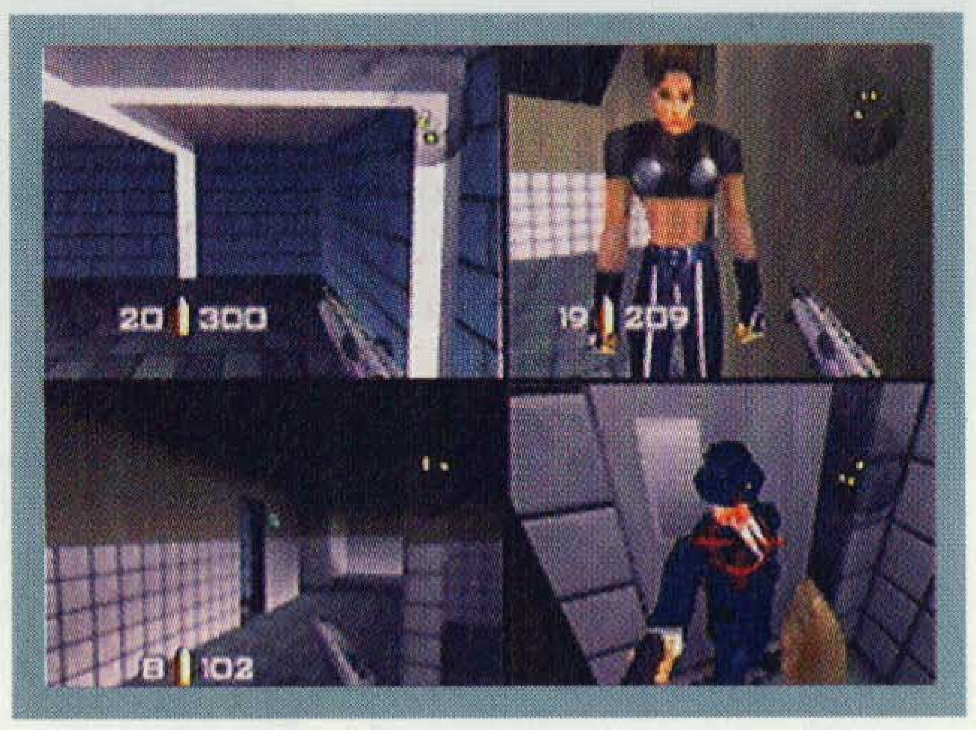
It's worth remembering that when someone dies, they leave their guns and ammo behind. Simply walk over the body to pick up leftovers, but watch out for active mines and pinless grenades.

## Doors

Doors play a significant part in multiplayer *GoldenEye*. Annoyingly, they slow you up a heck of a lot when you're being chased and, also, will prove frustrating when you're *doing* the chasing, particularly at a distance. To combat this, you can do a number of things: close them as you're running (providing they're open in the first place) by pressing B, place mines on them, and shoot through them. The more powerful weapons, from the ZMG upwards, can penetrate doors, and, of course, you can always take advantage of the fact that, when you get up close to doors, your hand goes straight through them. The best weapons to use in these situations are the Grenade and Rocket Launcher, especially as their flames spread quickly and lethally.



## Under attack



Sometimes, after you die, you appear right next to someone with a weapon. Whatever you do, try to avoid having your back to them, especially as the further away you get, the easier it is to take advantage of the auto-aim. Instead, it's best to run straight at them. This confuses opponents, making it difficult to get an aim, especially if you try giving them a good slap.

## Weapon locations

When you start a Deathmatch you'll have no weapons. At this point, try to get as far away from your opponents as possible and head for weapon and ammo locations. Success with weapons comes from remembering where the major ones are placed. When you discover a good one, make a mental note of where it is. Remember, if you find ammo, the weapon you use it with is invariably close by.

GO! GO!

# WEAPONS

The other key to succeeding in *GoldenEye*'s Deathmatch is the mastery of its weapons. Most of them you'll have seen in one-player but, perhaps, much of the time, things like the rocket launchers won't have been used. Here, then, is a full rundown, including the number of head and body hits each weapon takes to kill someone.

### SLAP/PUNCH

**Head Hits:** 16
**Body Hits:** 16
**Briefing:** An effective last resort weapon for smaller characters, but larger players may suffer from having to aim their fists downwards using the target.

### DD44 DOSTOVOI

**Head Hits:** 2
**Body Hits:** 4
**Briefing:** A similar gun to the PPK but a good deal more powerful both from long range and up close. Medium reload time, but the best handgun available.

### PHANTOM

**Head Hits:** 2
**Body Hits:** 4
**Briefing:** Fast all-rounder, superbly accurate. Its only weakness is that it eats away at the ammo.

### MAGNUM

**Head Hits:** 1
**Body Hits:** 3
**Briefing:** Handles similarly to the DD44 and PPK and lacks precision but, crucially, is devastatingly powerful in the right hands.

### GRENADE LAUNCHER

**Head Hits:** 1
**Body Hits:** 1
**Briefing:** Better than the Rocket Launcher in all departments. More powerful, quicker to reload and able to bounce around walls and corners.

### WALTHER PPK

**Head Hits:** 2
**Body Hits:** 5
**Briefing:** Lacks rapid fire and takes time to reload, but good from distances and surprisingly powerful considering its size.

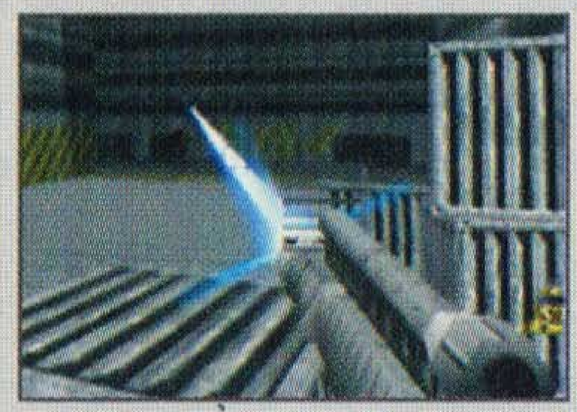
### AUTOMATIC SHOTGUN

**Head Hits:** 2
**Body Hits:** 2
**Briefing:** A superbly powerful gun with an excellent range. Its only fault is its ludicrously slow reload time. But two direct hits are all you need.

### SNIPER RIFLE

**Head Hits:** 2
**Body Hits:** 4
**Briefing:** Only worth pursuing if it's your only weapon, the Sniper Rifle is good if you've got time. But in a Deathmatch, you don't.

### MOONRAKER LASER



**Head Hits:** 1
**Body Hits:** 2
**Briefing:** No reload time, unlimited ammo and strong from all distances. In Licence to Kill mode, though, you may suffer due to its slow firing speed.

### GRENADE

**Head Hits:** 1
**Body Hits:** 1
**Briefing:** Powerful and with a pretty resultant explosion. Bounce around walls or throw down corridors in anticipation. Weakness: they take ages to detonate.

### KFV SOVIET

**Head Hits:** 2
**Body Hits:** 4
**Briefing:** One of the best widely available weapons. Very good rate of fire and impact. Handles a little loosely but a good all-rounder.

### ZMG 9MM

**Head Hits:** 2
**Body Hits:** 4
**Briefing:** One of the best automatics, the ZMG 9mm has superior accuracy, a fabulous rate of fire and speedy reload times. Definitely one of the best.

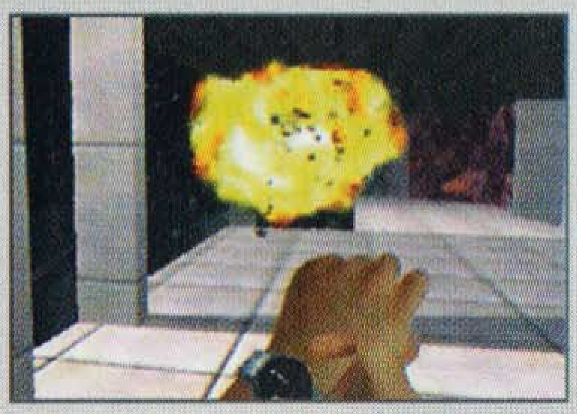
### AR33 ASSAULT RIFLE

**Head Hits:** 2
**Body Hits:** 3
**Briefing:** Rapid firing and quick reload time. Zoom means it's effective from a distance, if you've the time to pick out your target.

### GOLDEN GUN

**Head Hits:** 1
**Body Hits:** 1
**Briefing:** Will kill anyone in one shot. Not particularly fast to reload or rapid fire but memorise their location in each arena and you'll be assured of victory.

### MINES



**Head Hits:** 1
**Body Hits:** 1
**Briefing:** [1] Timed. Lay if being chased or throw from above. Rapid detonation. [2] Remote. Use watch to detonate or A and B buttons together. You can detonate several at once. [3] Proximity. The deadliest mine. Anyone coming close will detonate it, including whoever laid it.

### KLOBB

**Head Hits:** 4
**Body Hits:** 9
**Briefing:** Limited in range and lacking power, the Klobb is only good at close quarters. It *has* got a rapid rate of fire, but it takes an age to reload. Poorish performer.

### DSK DEUSTCHE

**Head Hits:** 2
**Body Hits:** 4
**Briefing:** Good rate of fire, devastating with a silencer and fast to reload. Not dissimilar to the ZMG, in fact. Satisfyingly powerful.

### RC-P90

**Head Hits:** 2
**Body Hits:** 3
**Briefing:** An ammo-eater but accurate, with a fast reload and the best rate of fire of all the guns. Excellent from all distances. Perhaps the ultimate power weapon.

### ROCKET LAUNCHER

**Head Hits:** 1
**Body Hits:** 1
**Briefing:** Not very accurate but the resulting explosion will kill anything within a distance of five steps. Good for long distance mayhem.

### SNIPER RIFLE BUTT

**Head Hits:** 18
**Body Hits:** 18
**Briefing:** Don't *ever* use this. It's less effective than the slap.

### THROWING KNIVES

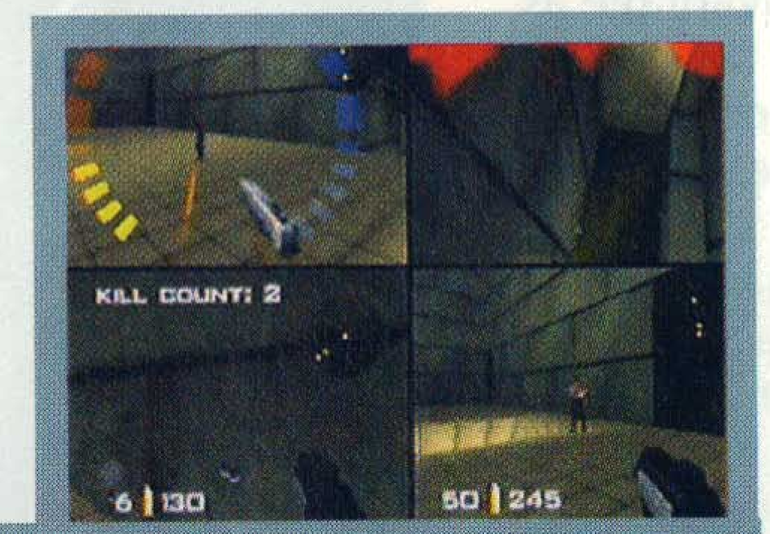
**Head Hits:** 1
**Body Hits:** 2
**Briefing:** Very inaccurate and hard to aim but, if used successfully, can be effective.

# THE LEVELS

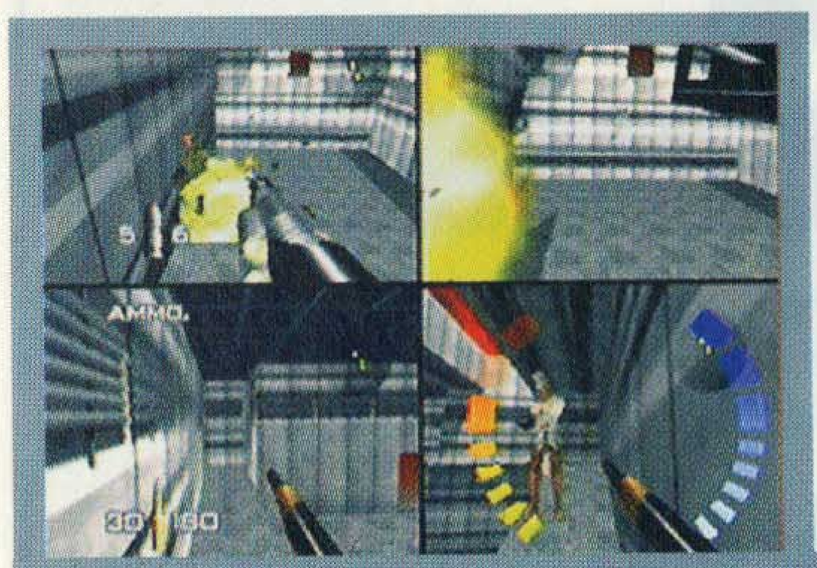
**Playing the one-player game is a good way of learning the layout of the Deathmatch levels. Every one of them is big and difficult to navigate. Learn what the secret doors look like, learn the best areas to be in and learn where the best pick-ups are to be found. And if that doesn't help, maybe this will...**

## Temple

The central area is a great place to stick mines as most players will pass through here to get from side to side. There's also a large hole in the middle of the top floor for you to shoot down through. Something else worth remembering: there's four entrances to the central rooms so, when picking up ammo or meandering through, always have your wits about you. The best weapons are in the room, through one of the middle doors on the bottom central area, and to the right. There's also Body Armour here.



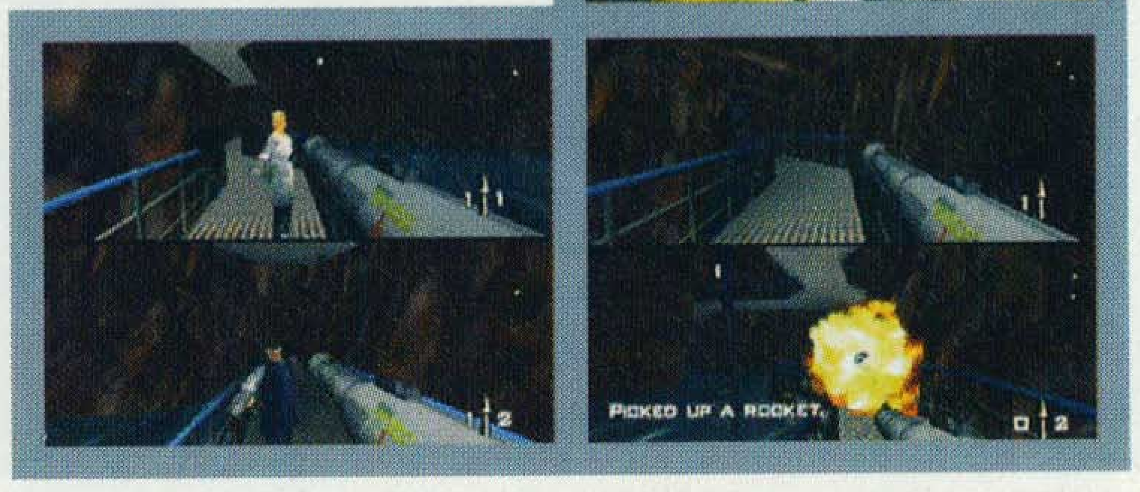
## Complex



Because this arena is built on several levels (is it two or three? It's difficult to tell), don't forget to fire down on people from the various raised sections. Also, use the secret air vents and crawl spaces dotted about the place to rid yourself of chasing opponents and switch direction quickly. This is a massive arena and, therefore, even when you think you're in a dead end and with your back to a wall, it's quite possible opponents could appear around you. The best weapons are in the yellow and blue area in the middle.

## Caves

Not one of the strongest Deathmatch locations, particularly as it's very, very easy to get lost. To combat this stay high and in the same basic area, letting opponents come to you. Only venture out when you have one of the best weapons on you and some body armour and you can afford to take hits to your body. (Then take out your perpetrators with the minimum of firepower.) The best weapons are hidden up the ramp to the edge of the arena. Watch out for mines and make use of the shadows.

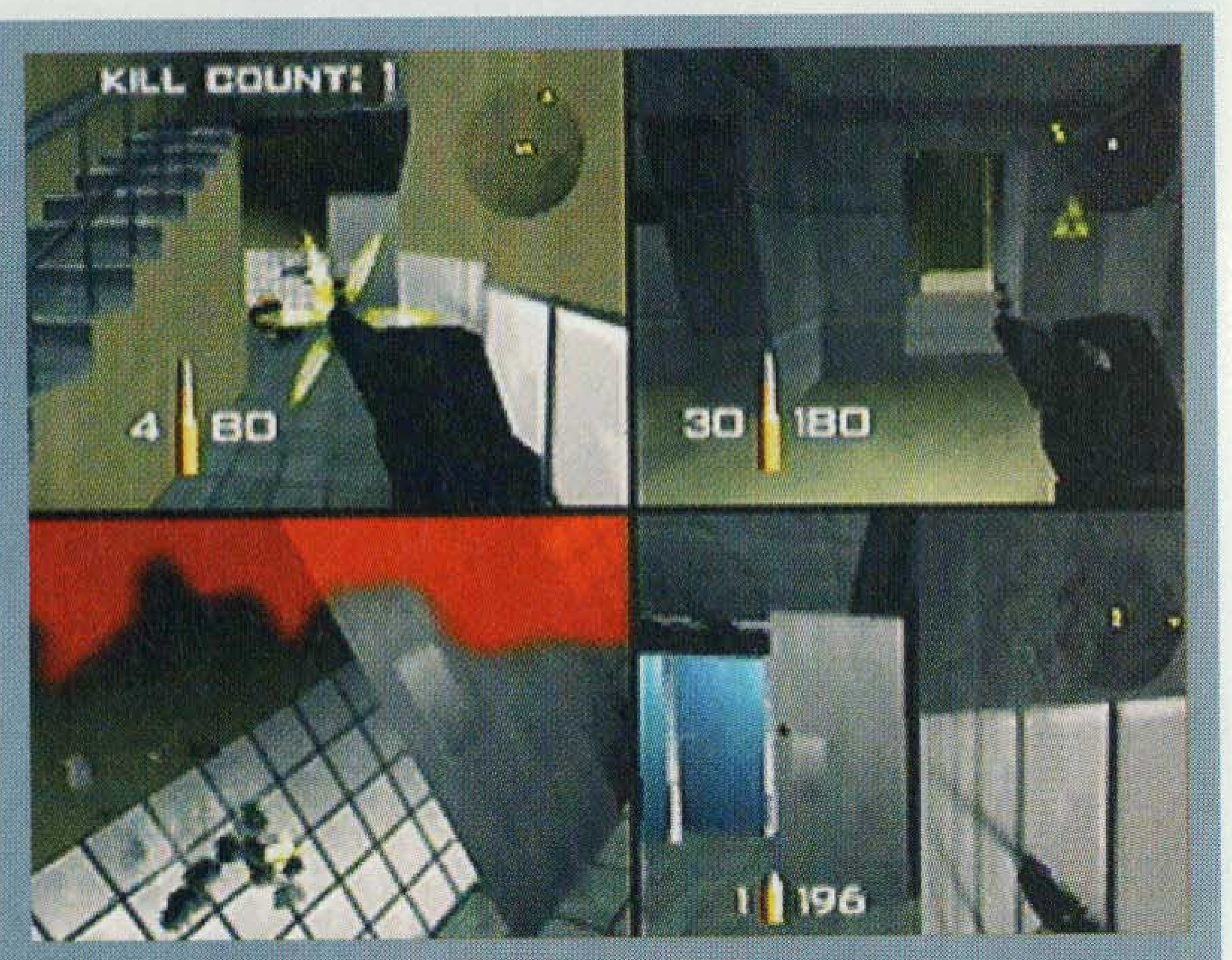



## Library (stack and basement)

Remember that this is one of the few arenas where there are three positions from which to obtain heavy weaponry. (And the Golden Gun is on the upper level, just along from the body armour.) Try to avoid wandering about on the middle floor as you can be picked off from the top area and, in the basement, stick to the corridors, rather than the pillared areas, so you can always see a potential opponent. Also: you can shoot *through* the walkways that run around the top floor.

## Facility

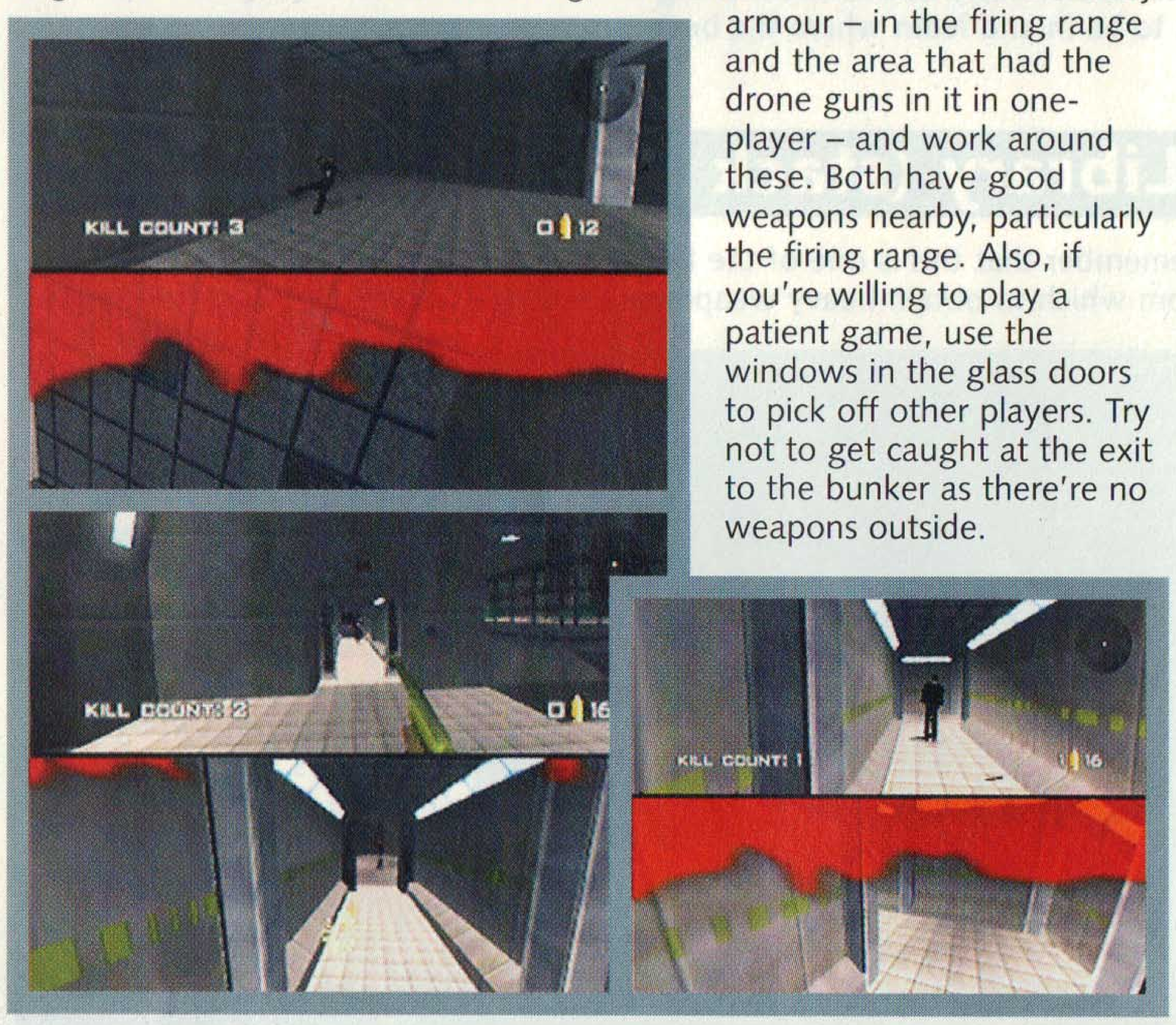
The Facility is split into two sections, divided by the three security doors. Make use of situations where your opponents are battling it out in one section by collecting the best weapons and body armour and then attacking them from behind. At least once in every Facility game, someone will die then reincarnate in the air vent in the toilets. Cunning adversaries will almost certainly make use of this, especially with grenade launchers. However, the best weapon in the game is also located here so quick wittedness will pay off.



GO! GO!

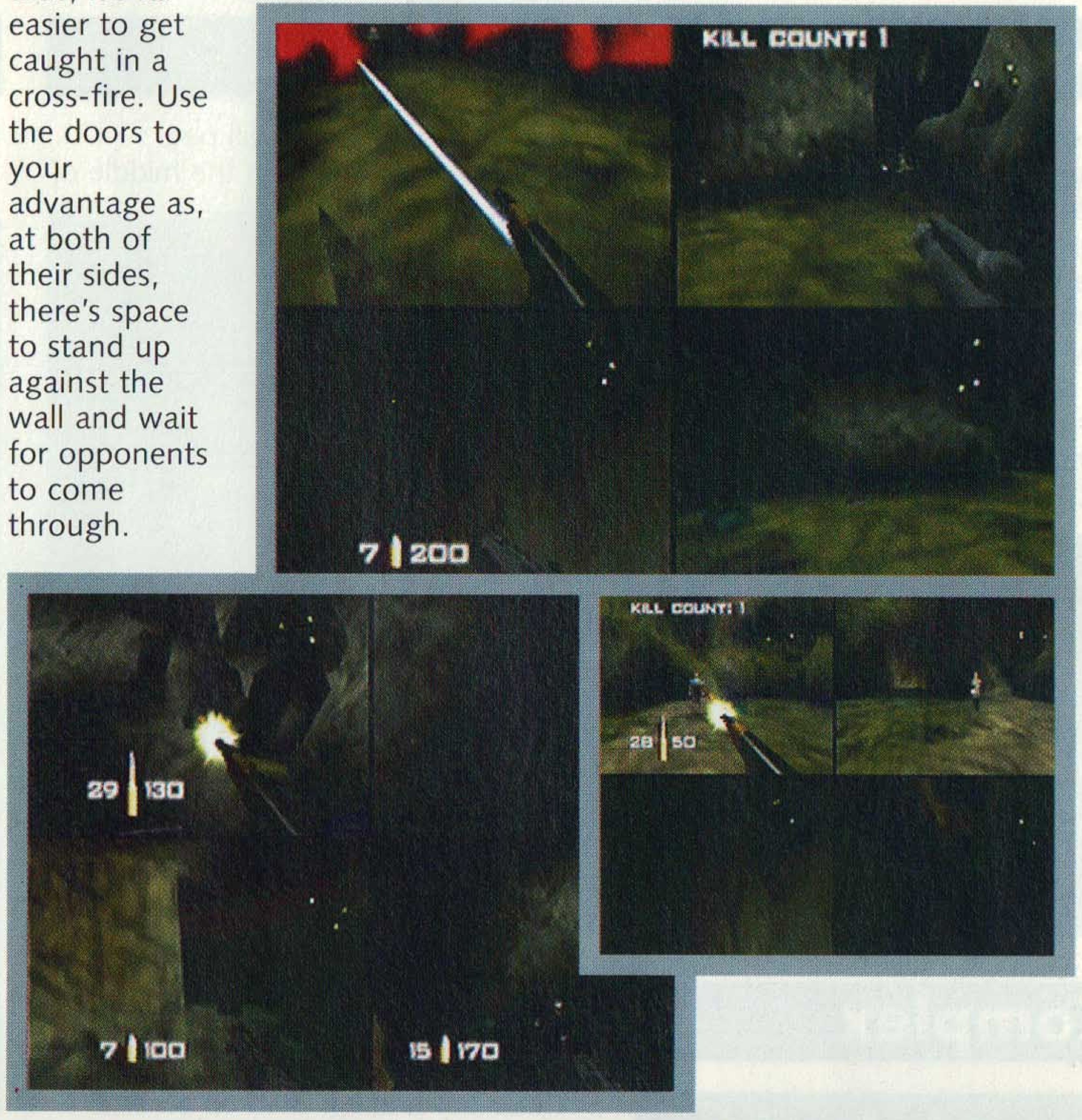
## Bunker

Another fantastic level, the Bunker requires a sound knowledge of its layout to get the most out of Deathmatching. Remember the locations of the body armour – in the firing range and the area that had the drone guns in it in one-player – and work around these. Both have good weapons nearby, particularly the firing range. Also, if you're willing to play a patient game, use the windows in the glass doors to pick off other players. Try not to get caught at the exit to the bunker as there're no weapons outside.



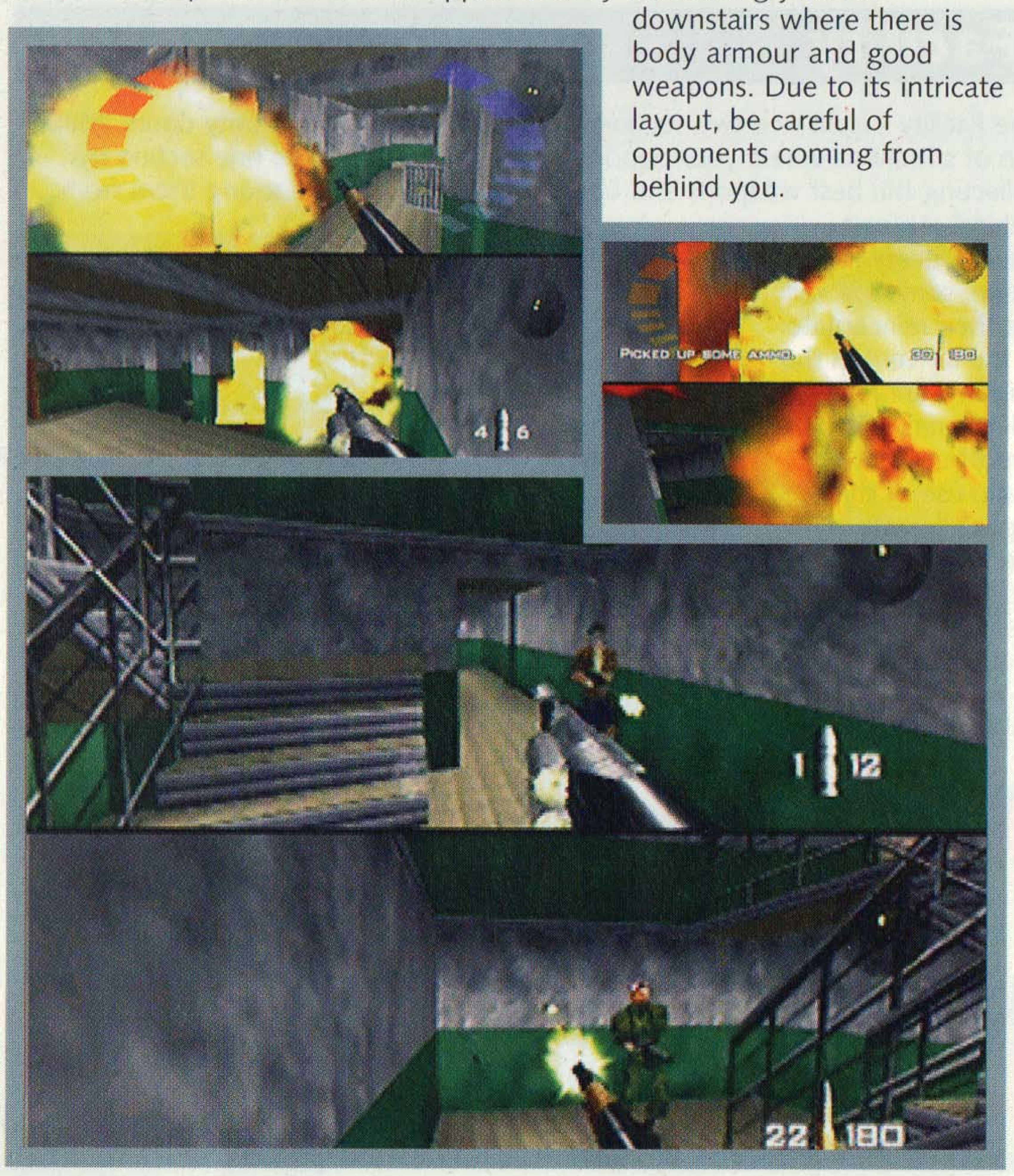

## Caverns

A big, mazey arena and, thus, one where it's very easy to get lost. Stick to the walkways, particularly downstairs, where there are good weapons and body armour. If you do venture out beyond the corridors, try to stick to the smaller caverns as there are multiple entrances in the bigger ones and, thus, it's far easier to get caught in a cross-fire. Use the doors to your advantage as, at both of their sides, there's space to stand up against the wall and wait for opponents to come through.



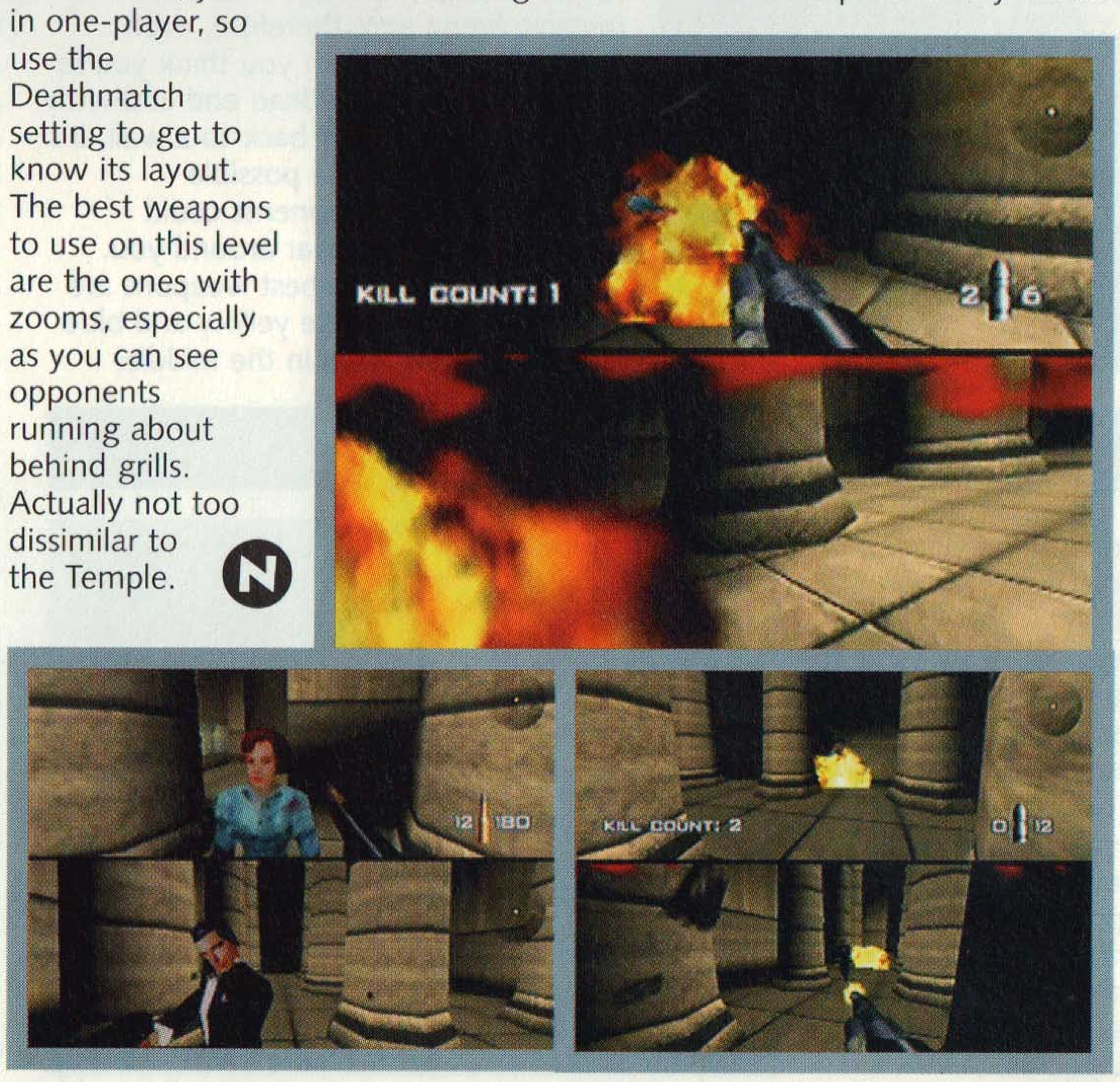

## Archives

A bit of a grower, this. At first, it seems too small but there's plenty of scope for cunning play, especially with grenade launchers. There are two secret passages, one at the end by the tiled door and the other in the cell. The former contains the best weapon in the game and the latter has some body armour. If desperate to fend off opponents, try barricading yourself downstairs where there is body armour and good weapons. Due to its intricate layout, be careful of opponents coming from behind you.




## Aztec

Only available on completion of the game, the Aztec level is a cunning mixture of stairwells, wide open spaces and claustrophobic corridors. The chances are, you won't have been given the chance to explore it very much in one-player, so use the Deathmatch setting to get to know its layout. The best weapons to use on this level are the ones with zooms, especially as you can see opponents running about behind grills. Actually not too dissimilar to the Temple.

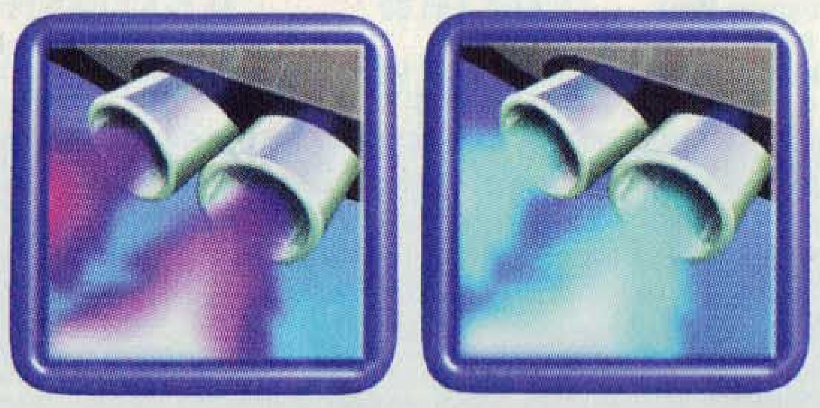


# TIPS EXTRA

**Plug the cart in, switch the N64 on and listen to the disturbing laughter of small children. It can only be *Diddy Kong Racing*. And to help you with Rare's fab new adventure racer, here's a smattering of helpful tippage...**

## Diddy Kong Racing

### SPEEDING STUFF 1



There are two strengths of speed start – purple (weak) and blue (strong). Wait until "Get ready" appears and press the accelerator just before "Go". Time it right and you'll boost off the line with one of the aforementioned turbos. Get it wrong, though, and you'll just have to accelerate in an altogether more mundane manner.

### SPEEDING STUFF 2

Zippers give you a speed boost if you drive over them (or through them, as they're in ring form if you're using the plane). There are, however, 'Degrees of Zip' (not to be confused with that Kevin Bacon game). The power surge will be longer if you hit the zipper with the acceleration off

(big zips = green tail light, shorter zips = purple tail light). Using the accelerator will shorten the zip duration. For the best of all possible zips, hit the speed-up with no accelerator, and only re-apply it when the green tail light has faded to smoke.

### CONQUER CORNERING

Three vehicles. Different Handling. Read and learn...

### KART CORNERING

Touch the brake as you corner to turn more sharply. To pull off a ridiculously

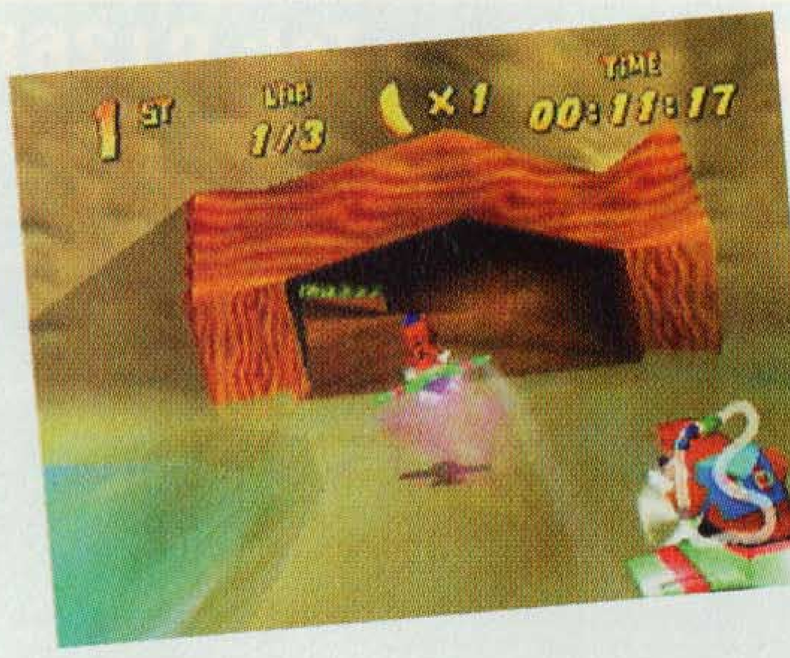
tight corner (that'll slow you down considerably), hold down the shoulder button (to two wheel corner) and dab the brake. Keep the accelerator held on both occasions.

### HOVERCRAFT CORNERING

A tricky blighter and no mistake. Turning too sharply will stop you dead. Use only slight turns in conjunction with rapid presses of the shoulder 'bounce' button.

### PLANE CORNERING

Holding the shoulder button will allow you to bank and turn in a

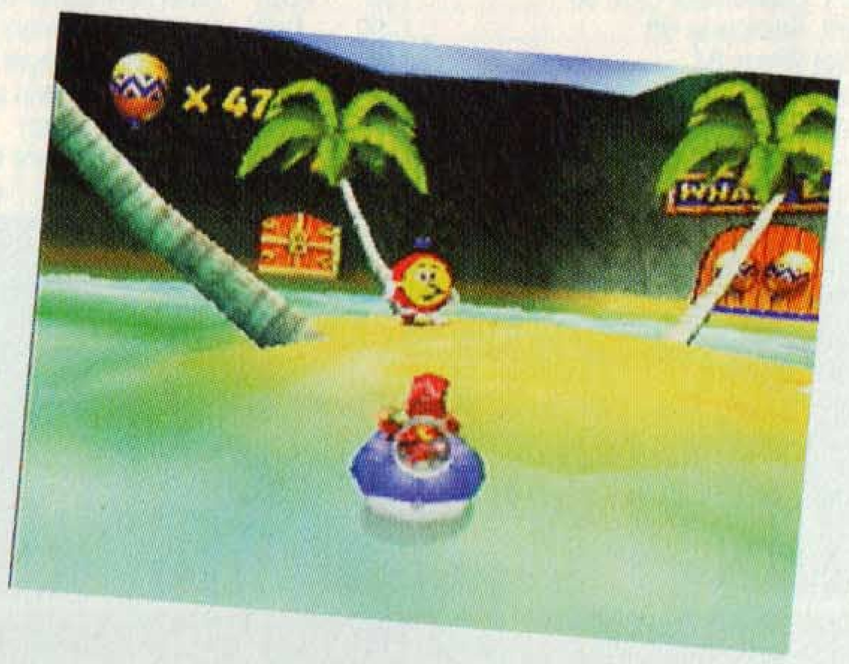


sharper fashion. For the sharpest of corners, use the same technique as with the kart (shoulder, accelerate and brake). Strangely, double taps on the shoulder buttons will elicit rolls or loops (depending on the position of the analogue stick).

### SECRET CHARACTERS!

**Drumstick:** He's, yes, a turkey. To find Drumstick, go to the pond on adventure island. You'll find some frogs, one of which sports a natty little crest. In a definite cruel/kind interface, run him over and POP! Drumstick appears. (He'd been turned into a frog by Wizpig. Obviously.) He's pleasingly fast, but his heavy handling (due to his Paxo-induced size) makes for some tricky cornering.

**TT:** A giant, if you will, stopwatch. TT is blindingly fast (if a little tricky to control initially), and is about as good as you can get. It is, however, incredibly difficult to



get him. There's a time trial for every track, and you'll have to, respectively, race ghosts of your own performance until you break a certain qualifying time, race against your own ghost and TT's ghost (beating them both), and then do this for all twenty tracks. Ulp. Still, it's all worth it – TT's perfect for conquering Adventure 2.

# READERS' TOP TEN TIPS

And so the New Year ushers in a veritable deluge of tips from you, our devoted readers, eager to share the ripe fruits of your gaming with N64 fans the world over. We've, again, got some splendid stuff for you, including an all new *Mario Kart* shortcut from Jonathan Christian and a quite remarkable *Shadows Of The Empire* discovery, courtesy of Daniel Glenfield. There's also a couple of new tips for *GoldenEye*. As usual, all the tips we print win a freshly minted **N64** badge, and the toppermost tipper clutches a Mako Pad from the gorgeous Interact (01204 862 026) to his bosom like all the gold in the world. Niiice, eh?

### 1. MARIO KART 64

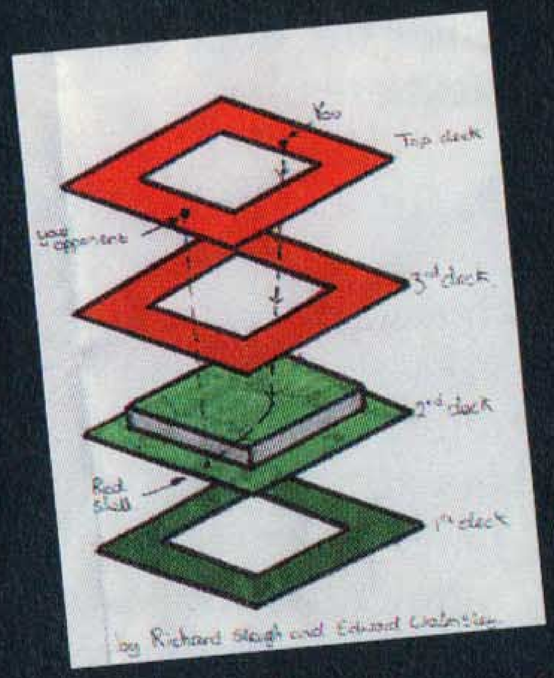
Choco Mountain shortcut: Turn around from the start and turn around by the first hump. Drive up to the left, hopping gradually to the top in a sideways/left movement (toward the billboard nearest the start line). Time it right so that you reach the top before you meet a protruding spike. You can then jump over the course to the tunnel exit. This shortcut works best with lighter characters.
**Jonathan Christian, Bolton**

### 2. SHADOWS OF THE EMPIRE

Two-player mode: Perform the Wampa Stompa cheat on any of the Doom levels (see **N64**/5 for details). Now using the D-pad, go and find Dash. Once he's found, player 1 can use the D-pad to control the Wampa/Stormtrooper while player 2 uses the analogue stick and buttons to control Dash. In this mode Dash can open doors for the Wampa/ Stormtrooper, letting them access new areas!
**Daniel Glenfield, Abingdon**

### 3. MARIO KART 64

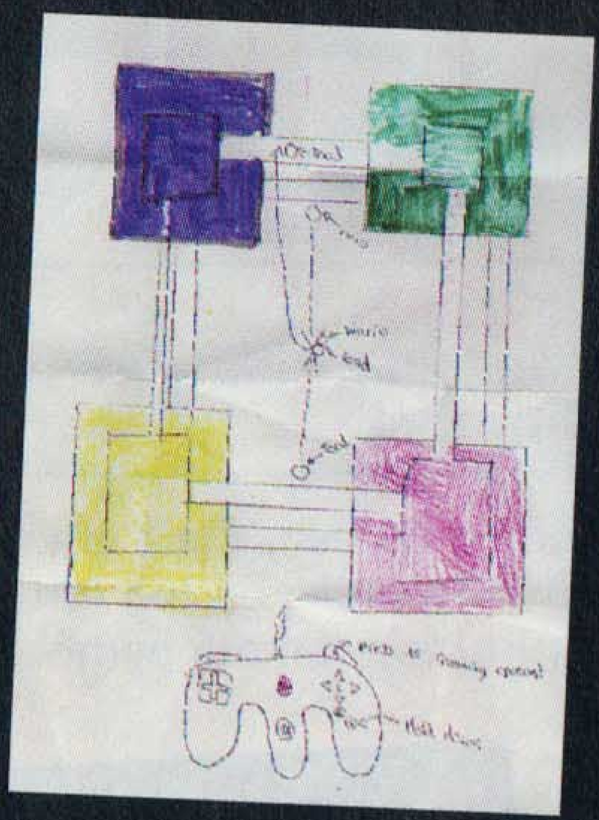
On Double Deck Battle Mode (2 players), make sure both players are on the top deck and facing each other with the gap between them. If one of the players fires a red shell it will go down the hole and rest beneath the other player. When that player moves, the shell will follow them!
**Richard Sleigh and Edward Walmsley, Stockport, and Russell Auld, Renfrewshire**



### 4. LYLAT WARS

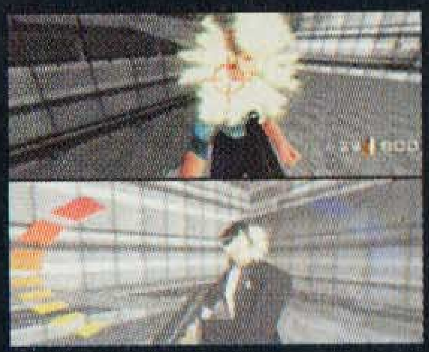
If you've got the Landmaster in multiplayer mode, hover above a building using Z and R, and then fall 'into' it. You'll now be able to shoot other opponents but remain completely safe.
**Jason Cuddy, Stirling and Thomas McMahon, Newbury**

### 5. MARIO KART 64



If you're Toad or a light character, by ramming an opponent and pressing R you can bounce from the floor to the top fort on Block Fort without losing a balloon.
**Kyle Hirst, Birmingham**

### 6. GOLDENEYE 007



After installing the modem on level 1 (Dam), look directly down. There's a grille on the floor, under which a guard occasionally passes. Shoot him, and when you enter the final room to download the data, there'll be no-one to alert the other guards to your presence.
**Joe Berger, London**

### 7. LYLAT WARS

On Area 6, fire one or two bombs into the mine field. This should give you about 50 points, making the level much easier to get a medal on.

### 8. GOLDENEYE 007

You'll know that by shooting scientists, you can make them pull out a gun. Well, on Facility (Secret Agent), go to the room with Dr. Doak and shoot a scientist in the stomach and then the knee. He'll pull a gun. Shoot him again in the arm or knee, and he'll drop a grenade in front of himself. Watch him fly – it's mad!
**Oliver Kettle, Bolton**

### 9. ISS 64

Go to practice mode and choose Free training. Stand still on the spot with the ball at your feet, press and hold Left-C, and your player will flick the ball above his head and proceed to dazzle you with his ball skills, keeping the ball in the air using his head, shoulders, knees and feet.
**Danny Mundy, Bristol**

### 10. LYLAT WARS

Complete the game (with all medals) to get expert mode. When you've completed expert mode, on the options menu there will be a new option, 'PLAY AS JAMES McCLOUD'. (*Chinny reckon.* – Ed)
**Barry Alwood, North Harrow**

## YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it straight to us! Each month we'll include 10 of the best and every tip printed wins a rather special **N64** badge. And if your tip's the best we'll send something even better. Just one thing – try not to send stuff we've already printed.

## HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ..........

Address ..........

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Post code ..........

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

GO! GO!

# You're through to... THE NINTENDO

**If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.**

**Aren't Nintendo brilliant? Brilliant, eh? Yoshi's Story? Brilliant! Isn't it all so brilliant? Aren't sticks brilliant? Not as good as Nintendo's though, cos they're brilliant! And they're black and they sit there and you can play them. Brilliant! Isn't this column brilliant? Cos you can read it and then read it again. Anyway, I'm off to play Nintendo! Brilliant!!!**

## BOMBERMAN 64

### Q How do I break the Blue Pillars? How do I get the red bombs?

**A** In the second half of Green Garden, there is a series of platforms with a warp tile, on top to the right of the red crystal. You must have remote bombs and at least six bombs to reach this warp tile.

**Detailed directions:**
1. The bombs should form a staircase up the side of the platforms. To do this:
a) put a pumped-up bomb in the middle of the second ledge from the top.
b) put a pumped-up bomb on the third ledge from the top, near the wall. Put a small bomb next to it.
c) put a pumped-up bomb on the ground near the lowest platform and a small bomb next to it.

2. Walk to the first level of the platform that leads to the red gem and drop onto the bomb staircase you've created. If the bombs are aligned and in the correct position, Bomberman will bounce up to the warp.

3. Once inside, throw bombs so they land on the pillars, then bounce bombs across the tops of the other bombs to reach the columns. Detonate the bombs to destroy the pillars.

*Note: using the control stick will change the distance the bombs are thrown. This will allow players to have more control over the placement of the bombs.*

4. Once all three pillars are destroyed, step back into the warp tile to return to the previous area. Step back in and drop down to the lower level you couldn't reach before. Bomb the blocks to find the red bomb power-up.

### Q How do I reach the red button on top of the icy slide on the third stage of White Glacier?

**A** 1. From the position you start at, face up and work your way right across the icy platform. At the end, enter the doorway to reach the next area.

2. As soon as you step forward, the screen will change views and you'll be looking at Bomberman from underneath. Go straight across the ice to another doorway. Enter the door to reach the next area.

3. Go forward to the end of the ice slide. Face the slide and turn the camera angle to view Bomberman from directly behind. Carefully slide down, staying on the right hand paths, and the momentum will carry you up the other side. On the right is a small platform with a snowman and a button.

### Q I can't reach the exit on 'On the Right Track'!

**A** 1. Walk forward and bomb the traffic light at the top of the ladder. Go down the ladder and position yourself so that you are even with the walkway below you (the one with the mine carts). Fall down to the track, on the side that does not have a mine cart.

2. Bomb the carts out of your way and follow the track to the large area. Follow the outside edge of this ladder to a long ladder leading up. Climb this ladder all the way to the top. At the top of the ladder is a track.

3. Follow the track to the second platform then go down the long ladder. Bomb the steel thing to get remote bombs, then go up the next ladder. At the top is a wooden block that obstructs your way. Bomb it.

4. On this platform you'll notice a small archway with railings on top. Across a small gap you'll see a little block suspended in the air with a ladder leading down. Use pumped-up bombs to destroy the four pillars supporting the archway and you'll be able to access the exit.

☎ (01703) 652222

# HOTLINE

## WHAT IS THE NINTENDO HOTLINE?

**We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.**

**Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.**

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

**Now also available!**
**We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours.** The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

## DUKE NUKEM 64

**Cheat Menu**
On the title screen press Left, Left, L-Button, L-Button, Right, Right, Left, Left. Only the control pad will work for the directions.

*Note: this code does not allow you to access any features within the code, it simply allows you access to the menu that the codes are in.*

**All Items**
On the title screen, enter the code for the cheat menu. Still on the title screen, press R-Button, Right-C, Right, L-Button, Left-C, Left, Right-C, Right. Only the control pad will work for directions.

*Notes:*
*When you run out of ammo for any weapon, pause the game by pressing Start, then enter the cheat menu and put the All Items back to the On position by highlighting ALL Items and pressing the A button. This will give you all the ammo for all the weapons again!*

*The cheat does work in multiplayer. Each player that wants to do it must pause the game, go under cheats, highlight Items and toggle it on, then continue the game again.*

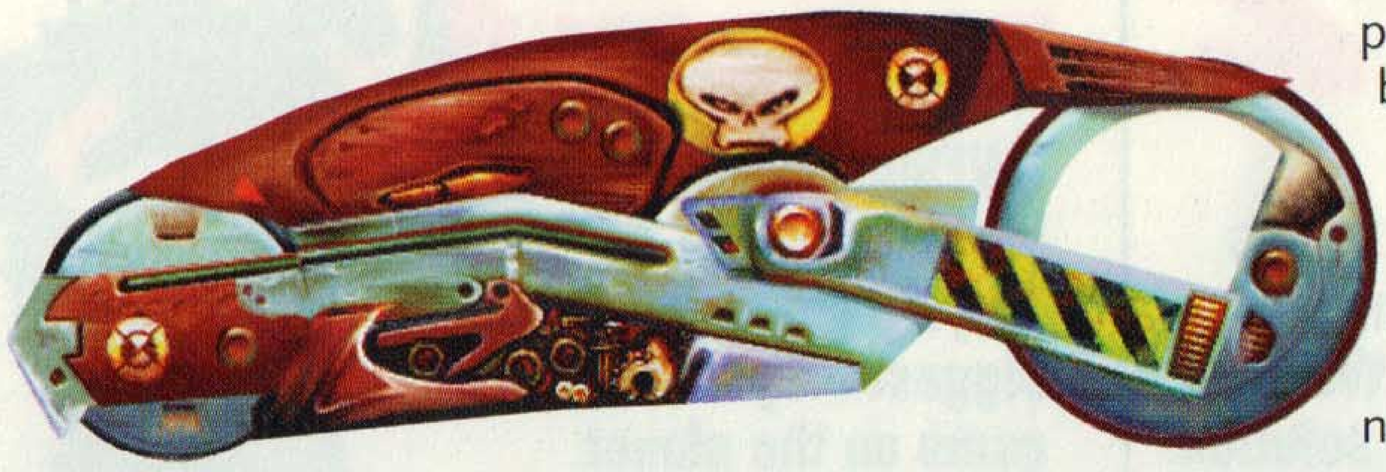
**Invincibility**
On the title screen enter the code for the cheat menu. Still on the title screen, press the R button seven times, then Left. Only the control pad will work for the directions.

## EXTREME G

Each name will alter the camera view or the bike.

How to do this code:
There are four names that can be entered:

| | |
|---|---|
| *Roller:* | The bike becomes a boulder |
| *Fisheye:* | The camera view far back from the bike and slightly warped. |
| *Magnify:* | The camera view magnified. |
| *Uglymode:* | The graphics look blocky. |



Directions to enter these names:
1. Select a game mode (Extreme Contest, Single Player or Multiplayer).
2. Before choosing a bike, press the R button to enter the controller configuration screen.
3. Press up on the analogue stick to highlight the different characters and enter any of the code names. Once the name has been entered, press Start. Start the race as normal and the code will be activated.

GO! GO!

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ISSUE 65 ON SALE 26TH JANUARY

# I'M THE BEST

**"Time for a change, my dear," as a newly regenerated Colin Baker once said to a befuddled Perpugilliam Brown.**

Now that the heady, hedonistic Christmas and New Year celebrations are all over, it's time to think of the year ahead and the multitudinous possibilities therein. So far, most of the games featured in I'm The Best have featured Most Points or Best Time categories. But think of all the new and shiny games that we'll be experiencing later in 1998... *Zelda, Yoshi's Story* and *Body Harvest* to name a few. So from now on we'll be trying to include more left-of-centre challenges every month, as well as the usual bloodily-fought time trials and suchlike. See 'New High Score' for the first new challenge of '98...

## Star Performance

DIANOGA FLYING HIGH! James Hall of Cheltenham has sent us quite an astounding piece of gamefoolery – namely, how to take control of a Dianoga in *Shadows of the Empire* and make it fly! Lack of space prevents us from printing the reams of instructions James sent us, but basically the Dianoga is 'possessed' via the 'Wampa Stompa' cheat featured in **N64**/5. What follows is a complicated process that allows you to levitate the Dianoga out of the sewage and move it around the room. "It really works!", says James, and he's right. Well done, sir. Something N64-ish is on its way to you as a reward.

## NEW HIGH SCORE!

**1998's first new challenge comes in the form of *GoldenEye 007*.** What we're looking for is the highest Accuracy percentage on level 1 (Dam), Agent setting. You'll need to take a photo of the end of level stats screen (so we'll know you've killed every guard as well) or video your entire performance for us to marvel at. In the event of a tie, the highest number of head shots will clinch the deal. The prize is a Makopad from the scrummy Interact (01204 862026). Get shooting! We're also busily compiling the results of our *Lylat Wars* contest, and we'll bring you the winners next month.

**WIN A CONTROLLER!**

**THIS MONTH'S SCORE TO BEAT**
GoldenEye 007 Accuracy percentage 69%

## SUPER MARIO 64

### (PAL)

**Foot Race With Koopa the Quick**

| | Time | | Name |
|---|---|---|---|
| 1 | 0'08"3 | Confirmed | John McCormick, Fife |
| 2 | 0'12"3 | Confirmed | Owain Brimfield, Peel |
| 3 | 0'12"7 | Confirmed | Calum O' Hanlon, London |
| 4 | 0'13"1 | Confirmed | James Adams, Bury |
| 5 | 0'13"8 | Confirmed | Barry Gannon, Caithness |
| 6 | 0'16"0 | Confirmed | Richard Savage, Berkshire |
| 7 | 0'16"5 | Confirmed | Danny Dunn, Lincolnshire |
| 8 | 0'16"7 | Confirmed | Matthew South, Sheffield |
| 9 | 0'16"8 | Confirmed | Stelios Giamerolos, Greece |
| 10 | 0'17"2 | Confirmed | Andrew Densley, Bath |

**Peach Slide**

| | Time | | Name |
|---|---|---|---|
| 1 | 0'12"7 | Confirmed | Stelios Giamerolos, Greece |
| 2 | 0'13"0 | Confirmed | Trev Henderson, Harrogate |
| 3 | 0'13"0 | Confirmed | Marc Bennett, Newcastle |
| 4 | 0'13"0 | Confirmed | Danny Dunn, Lincolnshire |
| 5 | 0'13"1 | Confirmed | Zahir Ishani, Surrey |
| 6 | 0'13"2 | Confirmed | Dave Parsons |
| 7 | 0'13"2 | Confirmed | Calum O' Hanlon, London |
| 8 | 0'13"3 | Confirmed | Andrew Mills, Londonderry |
| 9 | 0'13"3 | Confirmed | Ed Quinn, Manchester |
| 10 | 0'13"3 | Confirmed | Micke Laasko, Finland |

### (AMERICAN/JAPANESE)

**Foot Race With Koopa the Quick**

| | Time | | Name |
|---|---|---|---|
| 1 | 0'17"6 | Confirmed | GK, Darlington |
| 2 | 0'18"3 | Confirmed | P. Dimba, Tonbridge |
| 3 | 0'19"7 | Confirmed | Nigel Butterfield, Manchester |
| 4 | 0'21"0 | Confirmed | Andrew Watson, Blackpool |
| 5 | 0'27"5 | Confirmed | Richard Durkin, Newcastle |

**Peach Slide**

| | Time | | Name |
|---|---|---|---|
| 1 | 0'13"2 | Confirmed | James Adams, Bury |
| 2 | 0'13"3 | Confirmed | P. Dimba, Tonbridge |
| 3 | 0'16"0 | Confirmed | Ciaran Haren, Belfast |
| 4 | 0'17"0 | Confirmed | Jeremy Lock, Poole |
| 5 | 0'17"9 | Confirmed | O. Gunstan, Trowbridge |

## WAVE RACE 64

### (PAL)

**Time Trial Sunny Beach**

| | Time | | Name |
|---|---|---|---|
| 1 | 1'15"149 | Confirmed | Gareth Gibson, Rickmansworth |
| 2 | 1'15"830 | Confirmed | Andrew Mills, Londonderry |
| 3 | 1'16"280 | Confirmed | Andrew Cole, Bracknell |
| 4 | 1'16"293 | Confirmed | Jonathan Mielcarek, Somerset |
| 5 | 1'17"005 | Confirmed | Chris Tape, Rayleigh |

**Dolphin Park – Stunt Mode (any version)**

| | Score | | Name |
|---|---|---|---|
| 1 | 40490 | Confirmed | Stelios Giamerelos, Greece |
| 2 | 40472 | Confirmed | Norman Obeseki, Leeds |
| 3 | 35016 | Confirmed | Nicky Stanford |
| 4 | 31848 | Confirmed | Martin Gravells, Lowestoft |
| 5 | 28160 | Confirmed | Jon Oyvind Tosdal, Norway |

**Glacier Park – Time Trial**

| | Time | | Name |
|---|---|---|---|
| 1 | 1'41"08 | Confirmed | Trevor Scannell, Barking |
| 2 | 1'44"979 | Confirmed | Aaron Carroll, West Yorks |
| 3 | 1'45"480 | Confirmed | Andrew Cole, Bracknell |
| 4 | 1'46"189 | Confirmed | Nick Tew, Swindon |
| 5 | 1'47"778 | Confirmed | Jonathan King, Dorchester |

**Glacier park – Stunt Mode**

| | Score | | Name |
|---|---|---|---|
| 1 | 61767 | Confirmed | Norman Obeseki, Leeds |
| 2 | 52165 | Confirmed | Jonathan King, Dorchester |
| 3 | 51864 | Confirmed | Stelios Giamerelos, Greece |
| 4 | 46840 | Confirmed | Nicky Stanford, Crossgar |
| 5 | 39850 | Confirmed | Martin Gravells, Lowestoft |

### (AMERICAN/JAPANESE)

**Time Trial Sunny Beach**

| | Time | | Name |
|---|---|---|---|
| 1 | 1'03"755 | Confirmed | William Lam, Bristol |
| 2 | 1'04"726 | Confirmed | Dilpesh Varsani, London |
| 3 | 1'05"478 | Confirmed | GK, Darlington |
| 4 | 1'05"820 | Confirmed | Carl Waters, Telford |
| 5 | 1'06"193 | Confirmed | Chris Murphy, Middleton |

GO! GO!

# MARIO KART 64

## (PAL)

### Luigi Circuit

| | Time | Status | Name |
|---|---|---|---|
| 1 | 1'33"67 | Confirmed | Graham francis, Cronleigh |
| 2 | 1'41"31 | Confirmed | Stephen Ball, Macclesfield |
| 3 | 1'42"50 | Confirmed | Richard Dunn, Lincolnshire |
| 4 | 1'43"07 | Confirmed | Joe Timms, Ashcott |
| 5 | 1'44"43 | Confirmed | Thomas Foster, Derby |
| 6 | 1'52"82 | Confirmed | Andrew Mills, Londonderry |
| 7 | 1'53"07 | Confirmed | Trevor Scannell, Barking |
| 8 | 1'55"08 | Confirmed | Lee Thomas, Partington |
| 9 | 1'58"76 | Confirmed | Margaret Hodge, Cheshire |
| 10 | 1'59"28 | Confirmed | Orestis Giamerelos, Greece |

### Royal Raceway

| | Time | Status | Name |
|---|---|---|---|
| 1 | 2'09"82 | Confirmed | Rob Pierce, Salisbury |
| 2 | 2'10"18 | Confirmed | Gary Thomson, Bonnyrigg |
| 3 | 2'10"37 | Confirmed | Danny Dunn, Lincolnshire |
| 4 | 2'10"50 | Confirmed | Stelios Giamerelos, Greece |
| 5 | 2'11"07 | Confirmed | Trevor Scannell |
| 6 | 2'11"10 | Confirmed | Andrew Mills, Londonderry |
| 7 | 2'11"16 | Confirmed | Orestis Giamerelos, Greece |
| 8 | 2'11"87 | Confirmed | Jason Lam, London |
| 9 | 2'11"99 | Confirmed | Martin Conroy, Leeds |
| 10 | 2'12"29 | Confirmed | Andy Liu Kly, London |

### Koopa Troopa Beach

| | Time | Status | Name |
|---|---|---|---|
| 1 | 1'34"37 | Confirmed | Sam York, Bristol |
| 2 | 1'38"31 | Confirmed | Steve Ridley, Ramsgate |
| 3 | 1'39"08 | Confirmed | Stelios Giamerelos, Greece |
| 4 | 1'39"14 | Confirmed | Stuart Hayward, Swindon |
| 5 | 1'39"22 | Confirmed | Neil Moss, Basingstoke |
| 6 | 1'39"63 | Confirmed | Andrew McClue, Herts |
| 7 | 1'40"52 | Confirmed | Richard Dunn, New Leake |
| 8 | 1'40"88 | Confirmed | Gary Tomson, Bonnyrigg |
| 9 | 1'41"18 | Confirmed | Martin Conroy, Leeds |
| 10 | 1'41"90 | Confirmed | James Watt, Higham |

### Frappe Snowland

| | Time | Status | Name |
|---|---|---|---|
| 1 | 29"89 | Confirmed | Al Pierce, Salisbury |
| 2 | 30"37 | Confirmed | Danny Dunn, Lincolnshire |
| 3 | 31"07 | Confirmed | S. P. Richards, Dorking |
| 4 | 31"90 | Confirmed | Luke M. Curley, Ireland |
| 5 | 32"32 | Confirmed | Tommy Earl, Heaton |
| 6 | 33"07 | Confirmed | Howard Paul, Bristol |
| 7 | 42"56 | Confirmed | Jason Lam, London |
| 8 | 44"41 | Confirmed | Erwin Zeevart, Holland |
| 9 | 44"65 | Confirmed | Gary Thomson, Bonnyrigg |
| 10 | 45"99 | Confirmed | Danny Dunn, Lincolnshire |

### Bowser Castle

| | Time | Status | Name |
|---|---|---|---|
| 1 | 2'18"77 | Confirmed | Rob Pierce, Salisbury |
| 2 | 2'19"39 | Confirmed | Gary Thomson, Bonnyrig |
| 3 | 2'20"33 | Confirmed | Martin Conroy, Leeds |
| 4 | 2'21"44 | Confirmed | Richard Dunn, Lincolnshire |
| 5 | 2'21"94 | Confirmed | Ian Gore, Somerset |
| 6 | 2'22"09 | Confirmed | Lee Thomas, Partington |
| 7 | 2'22"46 | Confirmed | Danny Dunn, Lincolnshire |
| 8 | 2'22"47 | Confirmed | Nick Tew, Swindon |
| 9 | 2'23"47 | Confirmed | Nick Syrad, Reading |
| 10 | 2'23"47 | Confirmed | Andrew Birch, Cumbria |

### Banshee Boardwalk

| | Time | Status | Name |
|---|---|---|---|
| 1 | 2'09"19 | Confirmed | Gary Thomson, Bonnyrigg |
| 2 | 2'09"56 | Confirmed | Stuart Hayward, Swindon |
| 3 | 2'10"50 | Confirmed | Orestis Giamerelos |
| 4 | 2'10"79 | Confirmed | Rob Pierce, Salisbury |
| 5 | 2'12"66 | Confirmed | Martin Conroy, Leeds |
| 6 | 2'12"67 | Confirmed | Danny Dunn, Lincolnshire |
| 7 | 2'13"32 | Confirmed | Lee Thomas, Partington |
| 8 | 2'15"48 | Confirmed | James Adams, Bury |
| 9 | 2'21"44 | Confirmed | Richard Dunn, Lincolnshire |
| 10 | 2'21"94 | Confirmed | Ian Gore, Somerset |

## (AMERICAN/JAPANESE)

### Luigi Circuit

| | Time | Status | Name |
|---|---|---|---|
| 1 | 1'27"66 | Confirmed | George Papapetrou, London |
| 2 | 1'40"23 | Confirmed | Marc Duport, Guernsey |
| 3 | 1'42"76 | Confirmed | Steven Dyson, Poulton le Fylde |
| 4 | 1'42"92 | Confirmed | Mike Davis, Dundee |
| 5 | 1'43"01 | Confirmed | Tatu Luostavinen, Finland |
| 6 | 1'43"06 | Confirmed | Mike Hurry, Aberdeen |
| 7 | 1'43"33 | Confirmed | Mark Lethbridge, Broadstairs |
| 8 | 1'43"45 | Confirmed | Andrew Taylor, Reading |
| 9 | 1'43"65 | Confirmed | GK, Darlington |
| 10 | 1'43"66 | Confirmed | Andrew Mills, Londonderry |

### Mario Circuit

| | Time | Status | Name |
|---|---|---|---|
| 1 | 0'54"32 | Confirmed | Andrew Mills, Londonderry |
| 2 | 0'54"46 | Confirmed | George Papapetrou, London |
| 3 | 0'54"58 | Confirmed | Marc Dupont, Guernsey |
| 4 | 0'54"64 | Confirmed | Steven Dyson, Poulton le Fylde |
| 5 | 0'54"82 | Confirmed | Marios Papapetrou, London |
| 6 | 0'55"12 | Confirmed | Ian Chan, Stirlingshire |
| 7 | 0'55"70 | Confirmed | Graham Dibley, Basingstoke |
| 8 | 0'55"82 | Confirmed | Mike Hurry, Aberdeen |
| 9 | 0'55"83 | Confirmed | Robert Klooskeihois |
| 10 | 0'56"15 | Confirmed | Ben Ford, Cleveland |

### Royal Raceway

| | Time | Status | Name |
|---|---|---|---|
| 1 | 1'46"68 | Confirmed | Andrew Mills, Londonderry |
| 2 | 1'48"28 | Confirmed | George Papapetrou, London |
| 3 | 1'49"63 | Confirmed | Steven Dyson, Poulton Le Fylde |
| 4 | 1'50"14 | Confirmed | Marc Dupont, Guernsey |
| 5 | 1'50"43 | Confirmed | Jon Stanley |
| 6 | 2'32"73 | Confirmed | Arthur van Daless, Holland |
| 7 | 2'33"84 | Confirmed | Matk Lethbridge |
| 8 | 2'34"10 | Confirmed | Nick Payne, London |
| 9 | 2'34"26 | Confirmed | Mike Hurry, Aberdeen |
| 10 | 2'34"81 | Confirmed | Marc Edgeworth, Gloucester |

# TUROK

## (PAL)

### Time Challenge Mode

| | Time | Status | Name |
|---|---|---|---|
| 1 | 1'23" | Confirmed | Stuart Richards, Dorking |
| 2 | 2'28" | Confirmed | S. P. Richards, Dorking |
| 3 | 2'32" | Confirmed | Wayne Starkey, Harpenden |
| 4 | 2'37" | Confirmed | Matthew Griffiths, Colchester |
| 5 | 2'39" | Confirmed | Andrew Mills, Londonderry |
| 6 | 2'40" | Confirmed | Martin Sturrock, Goostrey |
| 7 | 2'44" | Confirmed | Paul Taylor, Poynton |
| 8 | 2'46" | Confirmed | Jamil Yahyaoui, Belfast |
| 9 | 2'48" | Confirmed | Scott Brown, Stocksfield |
| 10 | 2'50" | Confirmed | Karen Callow, Winton |
| 11 | 2'51" | Confirmed | Stephen Daulby, Warrington |
| 12 | 2'53" | Confirmed | Tony Hills, Cleveland |
| 13 | 2'53" | Confirmed | Johannes Virtannen, Finland |
| 14 | 2'53" | Confirmed | Tom Walker, Essex |
| 15 | 2'57" | Confirmed | Nick Perry, Pontypool |
| 16 | 2'58" | Confirmed | Joe Timms, Ashcott |
| 17 | 2'59" | Confirmed | Erwin Zeevart, Holland |
| 18 | 3'00" | Confirmed | William Lam, Bristol |
| 19 | 3'04" | Confirmed | Gerry Hardiman, Bognor |
| 20 | 3'05" | Confirmed | Laurie Goodman, Lewes |

# STARFOX

## (ANY VERSION)

### Level 1, Corneria

| | Score | Status | Name |
|---|---|---|---|
| 1 | 231 | Confirmed | Jon Davies, Wallingford |
| 2 | 226 | Confirmed | P. Dimba, Tonbridge |
| 3 | 224 | Confirmed | Andy Hurst, Havant |
| 4 | 222 | Confirmed | A. Barker, Gwent |
| 5 | 214 | Confirmed | Barnaby Skinner, East Sussex |
| 6 | 213 | Confirmed | GK, Darlington |
| 7 | 213 | Confirmed | Jon Davies, Wallingford |
| 8 | 207 | Confirmed | Seth Eagles, Gwynedd |
| 9 | 204 | Confirmed | Marc Duport, Guernsey |
| 10 | 204 | Confirmed | David Matthews, Cardiff |

### Total Hits

| | Score | Status | Name |
|---|---|---|---|
| 1 | 1938 | Confirmed | Jon Davies, Wallingford |
| 2 | 1834 | Confirmed | Sami Somero, Finland |
| 3 | 1832 | Confirmed | S. P. Richards, Dorking |
| 4 | 1745 | Confirmed | Michael Lai, Liverpool |
| 5 | 1729 | Confirmed | Seth Eagles, Gwynedd |
| 6 | 1646 | Confirmed | James Adams, Bury |
| 7 | 1613 | Confirmed | Pekka Tarkka, Finland |
| 8 | 1540 | Confirmed | Barnaby Skinner, East Sussex |
| 9 | 1536 | Confirmed | GK, Darlington |
| 10 | 1536 | Confirmed | Christopher Davidson, Cheshire |

# How to enter

NEW LEAGUES!

With all the new N64 games on the shelves we've decided to stretch your gaming prowess just that little bit further. We're planning to include new leagues for *Lylat Wars*, *GoldenEye*, *Blast Corps*, *Top Gear Rally* and *Diddy Kong Racing* – and that's just for starters. You can enter as many of the new leagues as you like, but remember you'll still need to send a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos, likewise, must have a label attached with the aforementioned information available. Send all your bits to:

**I'm The Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW**

If you'd like your videos/photos back, please include a stamped, addressed envelope and we'll do our best to get 'em back to you. And remember, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the relevant issue – it'll be there in the next one.

**What with winter having set in, we've been a bit chilly recently here at N64 Magazine. So we stuffed your letters into our clothing to form an insulating layer. We made sure the Ed read them all first, though. Or was it afterwards? (*Eurch.* – Ed) Here're the best ones.**

**Write to us at:**


Club 64, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW
Fax: 01225 732275
e-mail: n64@futurenet.co.uk


**Any letters printed win a prized N64 Magazine badge!**

## "Pretty"

I was playing *Wave Race 64* the other day when I noticed something very disturbing. As we all know the borders are pretty big, okay. BUT if you play the two-player mode the border size DECREASES!!! What the hell is going on here?
**James Kenny, via e-mail**

*The truth? The graphical detail is reduced in the two-player mode, allowing the borders to be reduced (so you can see where you're going) without a loss of speed.* **Ed**

## "Leotard"

Did Jes write the preface of The Nintendo 64 Companion you gave away last month? What the hell is he doing? Trying to increase the vocab of your readers? To be completely honest me and my brother had to look up some words in the dictionary to understand what he meant. Why doesn't he go on Countdown and put his degree in literature to good use? And why oh why was a wrestler in a leotard put on the January picture of the calendar you gave away? Look, I appreciate all these free gifts, but from now on leave out strange words and wrestlers. Thanks!
**James Kenny, via e-mail**

*We're really sorry about Jes – we had to look up 'cornucopia' too. For the wrestlers, however, we make no apologies. We love 'em.* **Ed**

## "English"

At the moment my school is going careers mad, and I was wondering if you could help me with a few things. I would really like to review N64 games, as I'm good at English and love computers. But my dad tells me you don't earn much money and have to write for other magazines, such as car magazines. I'm not too sure about the money part, but I find it hard to believe that you have to write about completely different things, especially as the magazine is so full. If you could tell me the average salary of a game reviewer and a reviews editor it would be a great help to me.
**Martyn Brunskill, St. Helens**

*Dad's right, I'm afraid. Tim, for example, earns one piece of coal a week, and has to supplement his income by also writing for Personal Hygiene Trade Monthly, You And Your Camel (incorporating Dromedary Week), and The Last (read by 85% of UK cobblers).* **Ed**

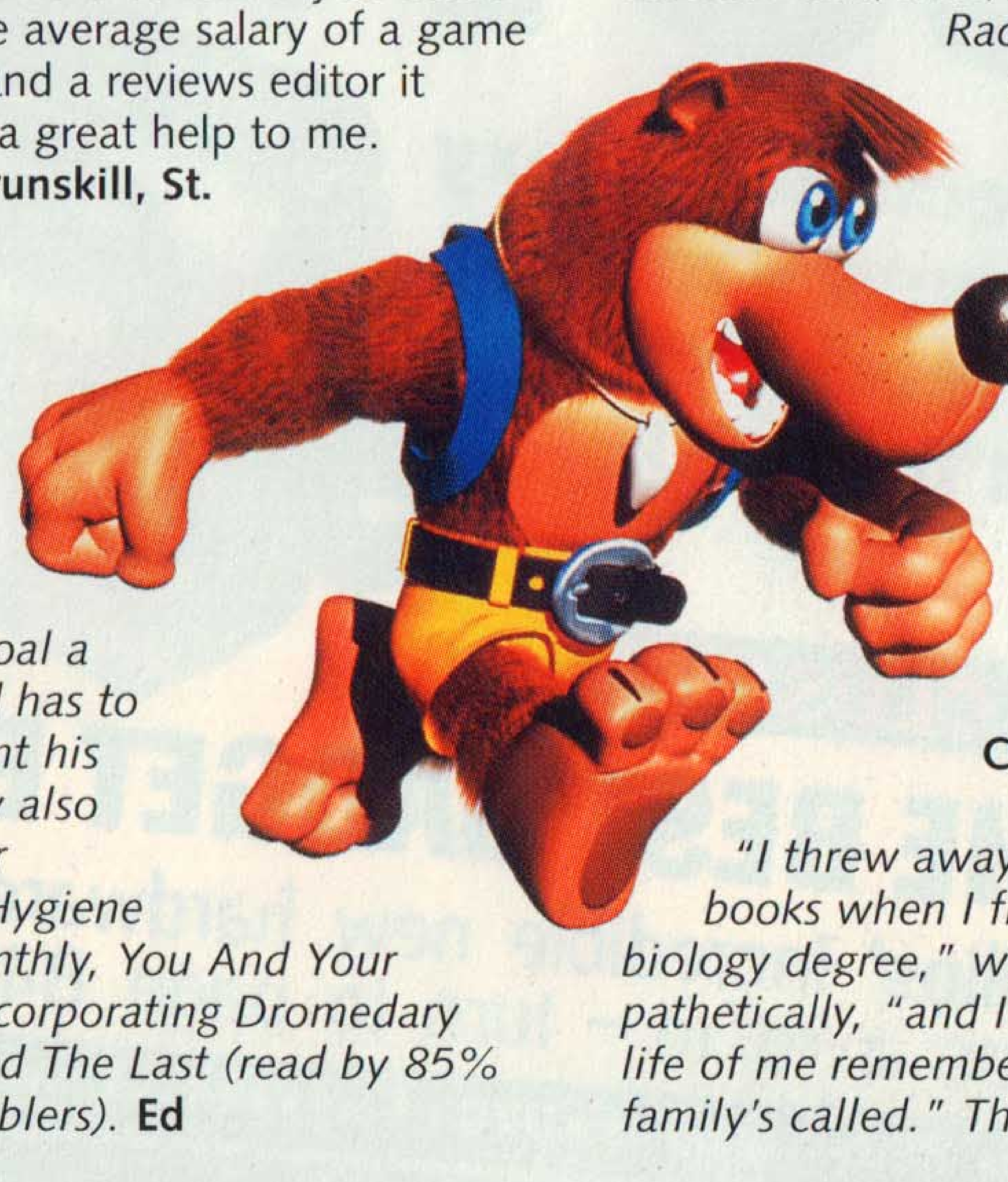
## "Secret"

Why are all N64 games far too easy, even on the highest difficulty setting? On both *ISS64* and *NFL '98* I was playing on the hardest level with ease after five minutes, and completed *GoldenEye* on Secret Agent level within three days. I'm no gaming genius. When will Nintendo finally include a Bloody Rock Hard setting in their games to keep me and many others content with their otherwise faultless best friend?
**Drew Edminson, Newcastle upon Tyne**

*But an orang-utan could finish* GoldenEye *on Secret Agent level. Bet you haven't done it on 00 Agent level, though, eh? Or, for that matter, 007 level. If you have then you are, in fact, a gaming genius, and will probably die a pauper, only receiving full recognition generations after your death.* **Ed**

## "Ursidae"

Banjo, from the forthcoming *Banjo-Kazooie* and, now, *Diddy Kong Racing*, is a BEAR. So why, on page 34 of issue 10, under Competitors, do you describe him as being of the Canine family when he's in fact from the Ursidae family?
**Neil Kenny, Crewe**



*"I threw away all my taxonomy books when I finished my biology degree," whines James pathetically, "and I couldn't for the life of me remember what the bear family's called." The chump.* **Ed**

## "Stylists"

I have found a shop called Mario Hair Stylists. How can you be so sure it exists? Because I have sent a photograph of it, obviously.
**Murray Purves, Southampton**

*We still don't believe you.* **Ed**

## "Plucking"

My boyfriend wants to know how exactly you work out the percentages you award games. E.g., how does *GoldenEye* earn 94% instead of, say, 93% or 95%? While I'm happy to trust in your judgement, he wants to know if this is done by mathematical calculation or randomly plucking them out of thin air.
**Andrea, Sheffield**

*It's a wholly scientific process, with the score being calculated as the height of Paul's plant divided by the angle of protrusion of James's ears plus the number of times the* **N64** *Magazine printer breaks down times three. Hope this helps.* **Ed**

## "Opened"

In issue 11 you referred to some 'worms' on your welcome page. Well, guess what I found when I opened my subscription copy? A worm! Cheers, then.
**Ben Barden, Guildford**

*That was the free gift we promised.* **Ed**

## "Repairs"

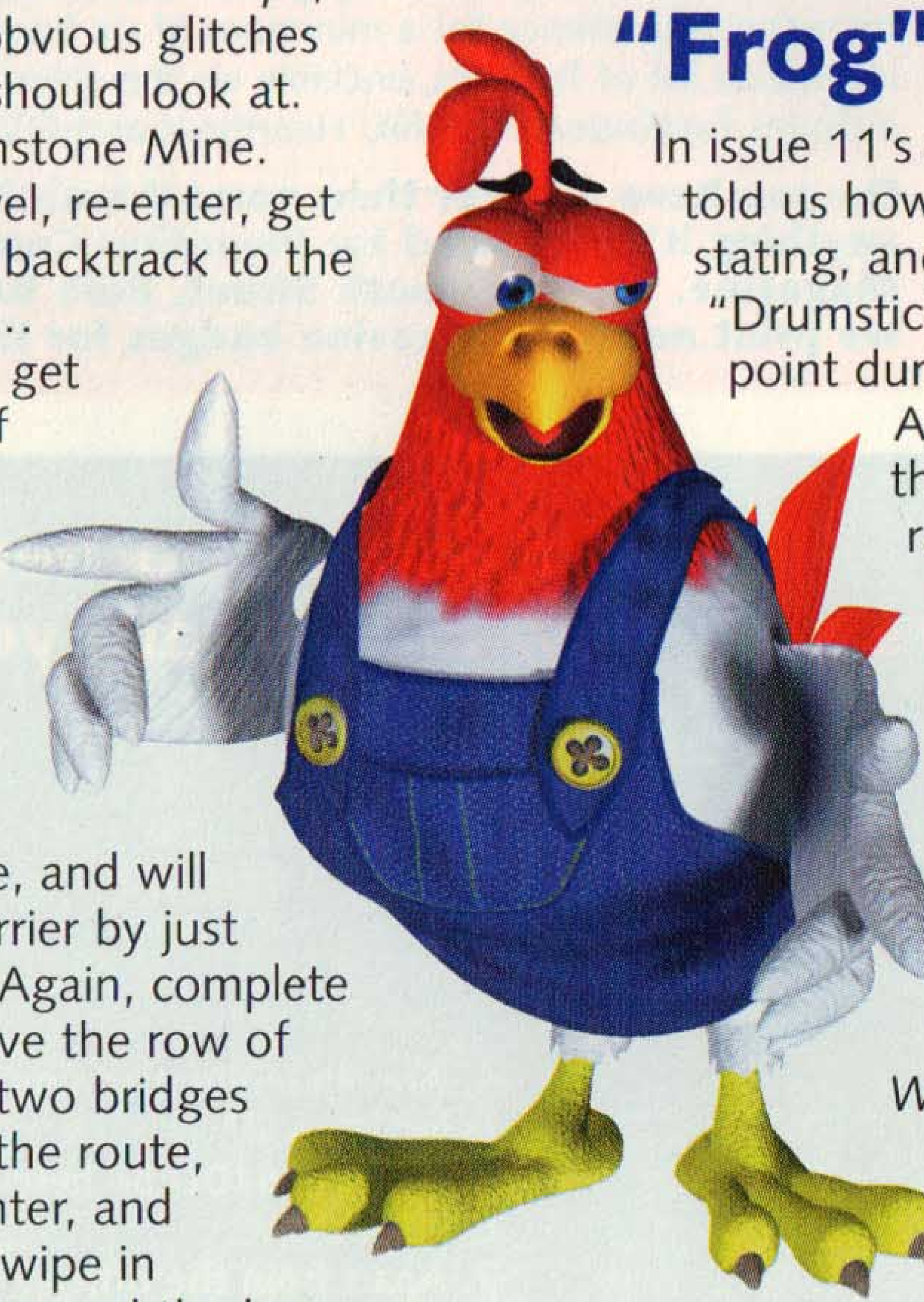
I don't think you should be so mean about Slippy Toad, 'cos I think he rules. Sure, you have to save him every now and then, but at least he doesn't have to go in for repairs on the first level if you don't help him, like a certain other member of the *Starfox* team. I always use him in multiplayer mode as well, because he has the best colour laser fire.
**Neil Peckett, Harrogate**

*You're wrong. Slippy is a fool. He only doesn't get damaged much on the first level because he's too chicken to get stuck into the baddies, unlike Falco who fights like a real man. Or bird, at least.* **Ed**

## "Sharply"

Now, I don't mean to say that programmers are lousy, but there are some things I must get off of my chest. Starting with *Blast Corps*, there are TWO obvious glitches that I think you should look at. The first is in Ironstone Mine. Complete the level, re-enter, get Thunderfist, and backtrack to the start of the level… What? you can't get to the last row of houses? What a shame. But if that is bad, look at this. I can't remember the name of the level, but you start in Sideswipe, and will crash into the carrier by just driving forward. Again, complete the level, but leave the row of houses near the two bridges (the one not on the route, of course). Re-enter, and try to drive Sideswipe in between the water and the houses, right next to the bridge, and turn sharply left. Close your eyes for one second, and you are at the menu! Why do games contain these glitches? I know that there must be glitches elsewhere in other games, and they annoy me!
**Anon, via Danish e-mail**

*Why? Well, for the same reason you occasionally find bits of crunchy stuff in sausages, or Stormtroopers bang their heads on doorways, or* **N64** *Magazine correspondents type a 'y' instead of a 'Y' at the beginning of a sentence. Nobody, in other words, is perfect, not even those fine fellows at Rare.* **Ed**



## "Frog"

In issue 11's *DKR* guide you told us how to get Drumstick stating, and I quote, "Drumstick is available at any point during the game." After I couldn't find the crested frog I rang the Nintendo Hotline, who told me you could only get Drumstick when you had the full Wizpig amulet.
**Liam Moran, Leeds**

*What it should have said was: "Drumstick is available at any point in the game assuming you've got all of the Wizpig amulet." But some mice crept into the office while we were asleep and changed it.* **Ed**

# DREAM ON

**Those inspired game ideas you wake up in the middle of the night with.**

**THE A-TEAM 64**
I'm a fan of old TV shows like the A-Team. I've had to accept that Nintendo will never make this into a game, and have set about designing my own.

It would be for up to four players, but not split-screen – you'd be seen from a *Final Fantasy VII*-type view, and each player would be a different member of the A-Team with different skills. BA could make a tank out of some tin cans and four packets of bubble gum (Murdock would be needed to chew up the gum), Face could get girls to help you, and would be the only one allowed to drive the Corvette, Hannibal could smoke cigars and say "Mister (rip off fake moustache), you've just hired yourself the A-Team, and Murdock could also fly and drug BA.
**Jeremy French, Crowborough**

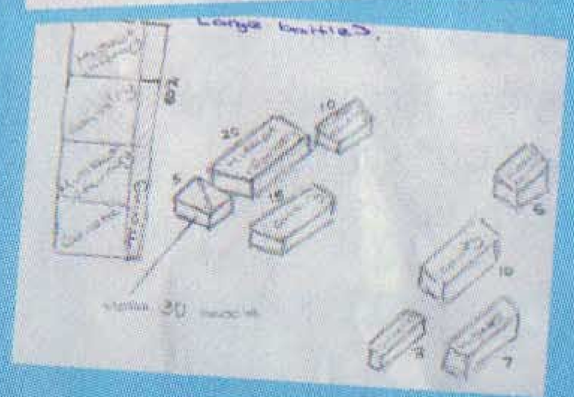
*There'd also presumably need to be a version of GoldenEye 007's 'auto-lock' option but in reverse, so you didn't hit anyone.* **Ed**

**SNOOKER 64**
The analogue stick will be used to move the cue around the ball. It can also be used to raise and lower the butt of the cue. The D-pad is used to move the position of the cue tip in relation to the white ball. These two features will allow any shot to be taken, and total freedom can be exercised in devising your next point-racking shot. The R and L buttons control zoom. And a power meter is activated with the A button and stopped with B, as in most PC golf games.

**Paul Ostryzniuk, Grimsby**

*Yep. The N64 could do a superb snooker game, as the bonus levels in Blast Corps and Chameleon Twist prove.* **Ed**

**SHARPE 64**
This game would star Sean Bean and all the other Sharpe characters. You'd have small, one-on-one punch-ups in pubs or shoot-outs in the middle of nowhere. You could also have large battle areas with extremely detailed shots of people being killed. You'd build up your army like in *Command & Conquer*, and you'd have to wait while men were training.



**Daniel Green, Southampton**

*That's probably enough Dream On for this month.* **Ed**

## "Ouromov"

When playing the Silo mission of *GoldenEye* on Agent mode, I managed to kill Ouromov when he appeared using a Gold PPK. He mysteriously dropped a briefcase and a key. On the menu screen, the briefcase is shown graphically, but the key is just represented by a '-' and nothing is shown. I've found no use for either.
**Patrick Crane, via e-mail**

*According to Rare they're remnants of a development stage. Weird, eh?* **Ed**

GO! GO!

# THE N64 BOARD

**Send us anything you can spare, so that we may pin it onto our board and cover up more of that unsightly cork. And win a badge!**

Lee Mandor (age 7) sent us this picture of *Diddy Kong Racing*. Thanks.

Along the Where's Wally line of things, Richard Doherty from County Down has sent us a 'Where's Mario' picture. Nice.

An all action scene from *Lylat Wars*, here. It's from Steven Nicoletti on the Isle of Bute.

A sachet of 'stuff' given to James at Space World. It smells of fish, to be honest.

An excellent comic strip from Gaz Houghton from Newton-le-Willows. We only wish we could have printed it larger.

This *Starfox* drawing comes from James Hill from Perthshire. Felt tips. Ahoy!

The latest edition of Future Publishing's internal phone list. For some reason.

**Blank space.**
**(Do you have anything that might fill it? Then send it with haste to:**
**The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)**

## "Pretend"

Please, somebody help me. I feel like an outcast. When I turn my N64 on, the N64 logo doesn't appear. In the manual it speaks nothing about the logo not appearing. Please help me. I feel ashamed to tell my friends, so I just pretend it never usually happens.
**Danny Perry, London**

*It depends on the game – only Nintendo-published ones tend to display a Nintendo logo. Either that or you're a hideous freak.* **Ed**

## "Destroy"

I am really confused on the matter of how you get the 'jumper' out of the N64 memory expansion port. I hear there's a RAM add-on which will come with the 64DD, which you have to put in the memory expansion. I mean, I could get a knife and tear it out, but it might destroy my N64 in the process, so I won't.
**Dave Ridpath, Huntingdon**

*Being a bit premature, aren't you? The 64DD memory expansion will probably come with some sort of special tool for fishing out your jumper. We managed to prise ours out with a pair of scissors, though.* **Ed**

### BONUS LETTERS

Did you know that if everyone in Japan flushed their toilets at once, a tidal wave would come and kill everyone, or something.
**Chris Squier, Bristol**

*Glub.* **Ed**

I reckon that in the Jap version of *MK64* Luigi goes "Widgy's in the park!"
**Alkan Hassan, via e-mail**

*No, it's definitely "Icky is a poo!"* **Ed**

I still know how to get to Chris Houlihan's secret room in *Zelda 3*.
**Justin Wilkinson, Ashford**

*That's nice.* **Ed**

You are handling stolen property. This paper was stolen from school!
**Gaz, Merseyside**

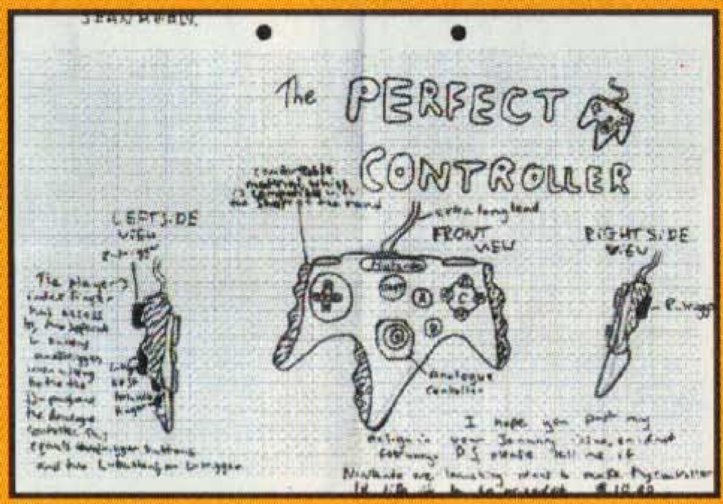
*See me after the bell.* **Ed**

# INVENTION CORNER

## What's brewing this month in Laboratoire N64 Magazine?

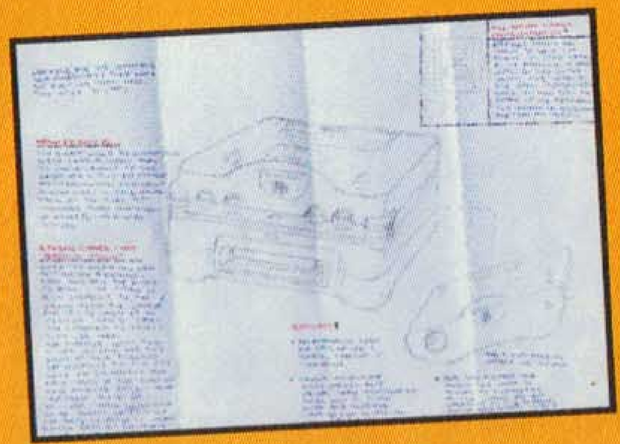
### THE PERFECT CONTROLLER

Many would argue that the N64 already has the perfect controller. After all, Nintendo lead the word in controller technology, and everything they do tends to get copied by other manufacturers a few months later. But **Sean Healy of Leamington Spa** has applied his brain to the question of how the sacred three-pronger might be improved, and has come up with a couple of nifty ideas. "Comfortable material which is compatible with the shape of the hand" he suggests for the prongs, and then he's got a Z-like trigger underneath each one, so you can still reach Z when you're using the D-pad. "I'd like it to be priced at £19.99," Sean adds.



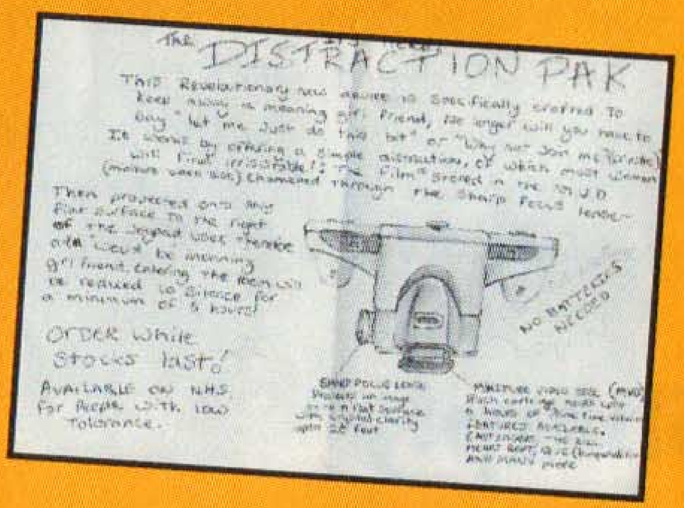

### N•CAM

If only our next, anonymous, reader got his idea in a couple of months earlier – he could have made millions! He appears to have invented, entirely independently, a combination of the Game Boy Pocket Camera and the N64 Capture Cassette that Nintendo unveiled at their Space World Show at the end of last year. Here, though, the camera plugs directly into the back of the 64DD, via a generous 3-foot extension lead. But the rest of it – capturing images and incorporating them into your own creations using the 64DD – remains the same. Spooky, eh? Our reader has come up with plenty of original ideas for his camera, though, including capturing your face and then pasting it onto your character in a *GoldenEye*-type game. "Have hours of fun shooting your friends and family!" he suggests.



### THE DISTRACTION PAK

Avert your eyes, girls – **Ryan Neave of Coalville**'s invention is likely to have you fuming. "This revolutionary new device," says Ryan, "is specifically crafted to keep away a moaning girlfriend. No longer will you have to say 'Let me just do this bit' or 'Why not join me? (cringe)'. It works by offering a simple distraction which most women will find irresistible." The distraction in question is a film stored in a miniature video disc which the pack projects onto a nearby wall. "Therefore any moaning girlfriend entering the room will be reduced to silence for a minimum of six hours." Ryan includes a list of features available on the video discs, which includes EastEnders, The Bill, Heartbeat and QVC.




**Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any we print net N64 Magazine badges for their creators.**

# So tell me this...

## Bewitched, bothered and bewildered, are you?

**1. How many games are there in Japan?**
**2. Which shoot-'em-up should I buy out of these: *Duke Nukem 64*, *GoldenEye 007* or *Turok*?**
**3. Are Capcom making any games for the N64 or the 64DD?**
**4. Jes looks a bit like that bloke off that Barbie girl song.**
**Cecil Chan, Romford**

*1. 450,316,005.*
*2. GoldenEye 007.*
*3. We were hoping we might see something from them at Space World at the end of last year, but they didn't turn up. They're working on something, though.*
*4. Er, what was the question?* **Ed**

**1. How come if you save two ghosts on *Mario Kart*, you lose 121 pages on your Controller Pak, but on *Diddy Kong Racing* you only lose 103?**
**2. Is Wil doing a guide to mah jong, or was it just some sort of sick joke?**
**Richard Davies, Rotherham**

*1. Probably because DKR's circuits are a bit shorter than Mario Kart's.*
*2. Wil keeps begging us to let him put his mah jong guide into the magazine, but we seem to keep running out of room for it. 'Hopefully' we'll be able to squeeze it in soon.* **Ed**

**1. Are there any boxing games in development?**
**2. When will you have screenshots of *ISS64 2*?**
**3. Any news of Acclaim's *Ultra Soccer*?**
**4. Will there be any tennis games on the N64?**
**F. Kemal, Tottenham**

*1. Not as far as we're aware.*
*2. In a couple of months, probably, as they're planning to get it out for the World Cup.*
*3. Probe, who're programming it, have been having a bit of a rethink since ISS64 came out, and won't now be releasing their game till the end of this year. We should have some early pics arriving in the office very soon, though.*
*4. No-one's rushing forward to do a tennis game, which is a shame as the N64 could do a spiffing version of it.* **Ed**

**In issue 11 you showed the 64 System Rack DX that's only available in Japan. I wondered if it would be possible to obtain one in this country.**
**Craig Macfadyen, Inverness**

*If you're after a System Rack (and who could blame you?), or any of the other Japanese bric-a-brac we feature in the pages of* **N64** *Magazine, the best thing to do is telephone an importer (such as Project K on 0181 508 1328). Anything they don't have in stock they ought to be able to obtain through their overseas agents.* **Ed**

**1. Are Nintendo planning on doing a *Lylat Wars 2*?**
**2. Will the 64DD be here before Christmas?**
**3. Apart from the official Controller Pak, what's the most reliable memory card you've come across?**
**4. Why is James so harsh when he's reviewing games?**
**5. Can you tell me anything about *Sim Copter*?**
**Patrick McHugh, Kilbirnie**

*1. I must confess I've no idea.*
*2. It's looking unlikely. 1999 would be more probable.*
*3. We've probably had most success with Datel's.*
*4. Because he's a bad man.*
*5. Not much. It'll be for the 64DD, and it'll let you fly around cities you've created with Sim City 64. And hopefully there'll be a bit more to it than that.* **Ed**

**Questions, please, to: So Tell Me This, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.**

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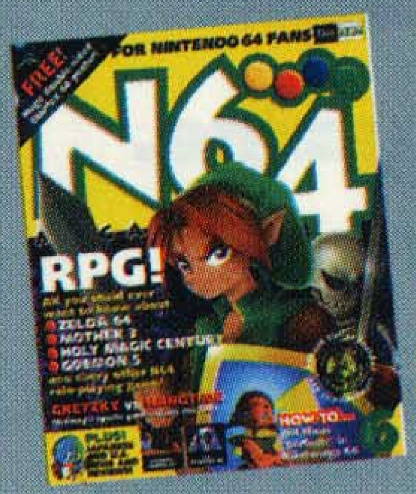
# Back Issues

Whatever game you're stuck on, there'll be an issue of **N64** Magazine packed full of handy hints and tips. So if you want to get the most out of your games you better make sure you don't miss out on a single copy.



## ISSUE 6

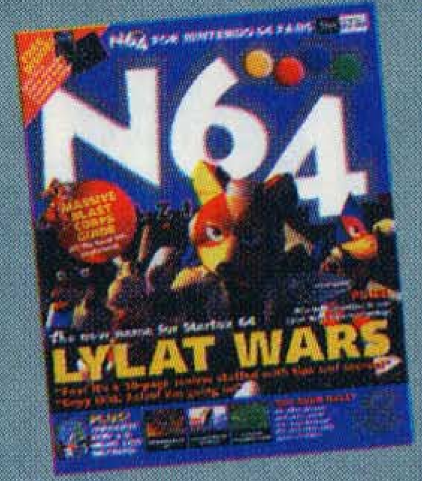
**The RPG Edition**

FuSoYa predicts the future for all of the N64's biggest RPGs including *Zelda* and *Mother 3*. PAL *Gretzky* and *Hangtime* are reviewed as well as *Wave Race* and *Mario 64*. *Pilotwings 64* gets all tipped up, there are Future Looks at *Rev Limit*, *Duke Nukem* and *Silicon Valley*, and there's our famous *Mario Kart* personality test too!

## ISSUE 7

**The Yoshi Edition**

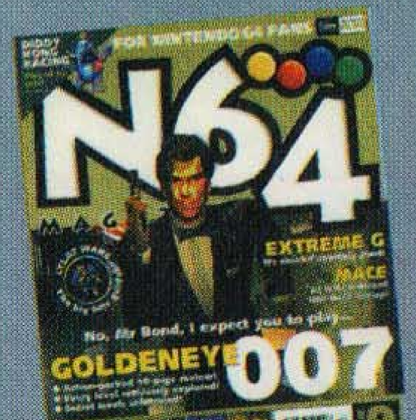
Piles of info regarding *Yoshi's Story*, as well as our first look at *Diddy Kong Racing*. *Doom 64* gets a thorough PAL review, with tips on how to do all the tricky and/or secret bits. *F1 Pole Position* gets taken around the track and import reviews include *GoldenEye 007* and *Goemon*. We also round up all the known *Mario Kart* short cuts.



## ISSUE 8

**The Lylat Wars Edition**

A jam-packed 10 page review of *Lylat Wars*, plus the chance to take part in our *Lylat Wars* championship. *Top Gear Rally* goes head-to-head with *Multi-Racing Championship* and we review the import *Baku Bomberman*. There's also a *Blast Corps* guide and the chance to win heaps of N64 goodies.



## ISSUE 9

**The GoldenEye Edition**

*GoldenEye 007* gets a huge going-over and we also delve deep into *Extreme G*, a fast and frenzied futuristic racer. There're Future Looks at *Diddy Kong Racing*, *F-Zero 64*, *Chameleon Twist*, *NFL QuarterBack* and *Fighter's Destiny* plus a complete step-by-step guide to saving the galaxy in *Lylat Wars*. Don't miss out!

## ISSUE 10

**The DKR Edition**

So you want to know how to play *DKR* – right to the end, find the secret characters and access the hidden worlds? **N64** Magazine has *all* the answers. *NFL and Madden* go head-to-head and we also review *Automobili*, *FIFA '98*, *Duke Nukem 64* and *Chameleon Twist*. Plus a complete guide to *GoldenEye* and a plethora of peripherals.

## ISSUE 11

**The Space World Edition**

Roving reporter, James Ashton, jetted out to Japan for Nintendo's Space World '97 show and came back filled to the brim with news of imminent games and shaking with excitement after playing *Yoshi's Story*, *Zelda* and *F-Zero X*. Find out what games we're looking forward to in 1998 and Nintendo's plans for the 64DD.

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# DIRECTORY

**The complete guide to every game we've ever reviewed in N64 Magazine.**

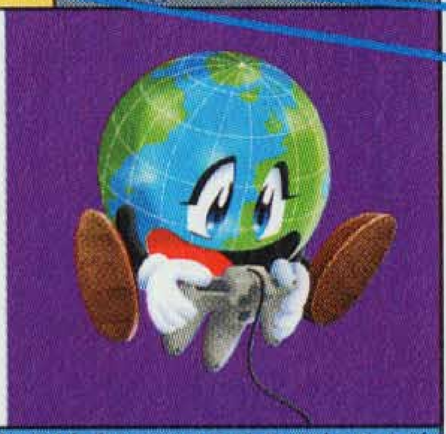
## How it works

- The game's name
- Its publisher
- If it's an import, whether it's a US or Japanese one
- A summary of our review
- The best tip or cheat, and any issues that we've done guides
- The reviewer's initials (see below)
- Score
- The issue we reviewed it in
- How much it costs

### SHOCK ANNOUNCEMENT 64

Knee High Litter Soft | UK release: Schmeedle | £15 | N64 12 ● 95% ● JB

There's an announcement and it's a bit shocking. How do you deal with it? Do you draft in an outsider, someone who really isn't up to the job and doesn't know the territory? Or do you go for insider knowledge, knowing it to be a bit risky, but (in your heart of hearts) sure it's the right decision? That's the question in Shock Announcement 64. Don't know? Well, we'll give you a clue: go for the insider knowledge. Oh, go on. Please. We'll get him to cut his hair.



• When looking for a flat, make sure that you pay well above the odds for accommodation the size of a small shoebox • Get used to the man with the bubble perm asking you in a monotonous voice, "Xantia or Escort?". • Also search out the sequel to Shock Announcement 64, Brave Decision 64.

**N64 reviewers**

JA = James Ashton
MH = Marcus Hawkins
WO = Wil Overton
JS = Jon Smith
JB = Jes Bickham
ME = Max Everingham
JD = Jonathan Davies
TW = Tim Weaver
ZN = Zy Nicholson
JN = Jonathan Nash
TT = Tim Tucker

# UK Games DIRECTORY

## AUTOMOBILI LAMBORGHINI

**Titus** | £50 | N64 10 ● 67% ● TW

It's not that the ludicrously-retitled *Lamborghini* is actually bad, it's just it's only really competent. It's not very fast, for starters (even though you're driving about in one of the nippiest cars in the world), while the tracks are fairly simple and the multiplayer mode is horrendously fogged-out and slow. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

● When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side to side.

## BLAST CORPS

N64 STAR GAME

**Nintendo** | £60 | N64 5 ● 88% ● JS

A preposterous storyline is the excuse for some full-frontal global destruction as the *Blast Corps* – a kind of space age demolition gang – get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However its lifespan problems mean that your love affair with the game may be short-lived.

● Park against a building with your vehicle's door against it. Repeated pressing of Z will cause the structure to explode. ● Full *Blast Corps* guide in **N64**/8.

## CHAMELEON TWIST

**Ocean** | £60 | N64 10 ● 70% ● JD

A strange little Japanese offering this'n, with enough thrills and spills to keep you amused but with a woefully inadequate challenge – we reached the end in an hour and a quarter – and a horrifically muddy sort-of-3D environment. The multiplayer game, which puts the hyped-up *Bomberman* to shame, almost makes up for it, but at 60 nicker you're looking at an expensive hour's worth of ents.

● When doing the pole vault move, as you're springing back up press jump just a little way before you reach the top for an extra-high jump.

## DARK RIFT

**Vic Tokai** | £60 | N64 9 ● 69% ● JD

So dark is this fair-to-middling beat-'em-up that, by the time you've adjusted the brightness on your TV, you'll need radiation goggles to play it. And all that effort really isn't worth it. The special moves are fairly uninspiring and the characters too similar to inspire much more than a few muffled grunts. Nicely animated, potentially solid but, ultimately, really rather dull.

● Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

## DIDDY KONG RACING

N64 STAR GAME

**Nintendo/Rare** | £50 | N64 10 ● 90% ● JA

Following closely in the footsteps of the awesome *GoldenEye*, *Diddy Kong Racing* is a second triumph in as many months for Rare. With its 40 possible track variations, extensive adventure mode and choice of three different vehicles – hovercraft, plane or kart – it's not a game you'll finish quickly. The downside? It's not quite as much fun as *Mario Kart* and, controversially, we reckon the multiplayer set-up is boring.

● To obtain an extra fast start, wait until the "Get Ready" sign appears, then press the accelerator after it disappears and just before "Go!". It's hard.

## DUKE NUKEM 64

N64 STAR GAME

**GTI** | £55 | N64 10 ● 85% ● JA

Despite its cardboard-like 2D baddies and unconvincing controls, *Duke Nukem 64* is a commendably violent and vastly enjoyable conversion that, unlike *Hexen*, has stood the test of time well. Its new, improved explosions are gorgeous and its multiplayer game brilliant, but it's the superb one-player game that makes *Duke* as good as it is. Light years behind *GoldenEye* and *Turok* but still worth a go.

● Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. (The Right shoulder by default.)

## DOOM 64

**GT** £60 | N64 7 ● 77% ● JA

Think about it: *Turok's* far better than *Doom*, and *GoldenEye's* far better than *Turok*. So, for anyone other than those people for whom *Doom* is the gaming equivalent of breathing, this PAL release of Midway's tricky blaster is going to seem a pointless exercise in expenditure. It's solid and it's workmanlike, but up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence it looks dreadfully old hat.

● At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. ● Other tips in the review, **N64**/3&7.

## GOLDENEYE 007

N64 STAR GAME

**Nintendo/Rare** £50 | N64 9 ● 94% ● TW

An utterly stunning take on the eighteenth Bond film, *GoldenEye* is videogaming at its finest: huge, brilliantly designed levels, amazingly detailed scenery, breathtaking weaponry, super-imaginative gadgets and a perfectly judged difficulty curve. It also has a fabulous Deathmatch set-up as well as two of the finest secret levels you'll have ever played. Gaming doesn't get better than this.

● On Secret and 00 Agent, if you shoot the scientists, they'll get out weapons and fire back. ● Check out I, Spy, the free MI6 giveaway in **N64**/9.

## EXTREME G

N64 STAR GAME

**Acclaim** £60 | N64 9 ● 87% ● TW

Whilst never likely to displace *Wipeout 2097* as the ultimate future racer, *Extreme G* is still hugely impressive with its face-melting speed and eye-gorgingly beautiful tracks. But, it's a game you have to persist with as the course layout is tricky (right from track one) and, without some perseverance, often impossibly frustrating. Oh, and don't expect much from the multiplayer, this is a far better one-player game.

● Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky.

## HEXEN

**Midway** £60 | N64 5 ● 69% ● JD

After their triumph with *Doom 64* (all-new levels, brand new textures) Midway bring *Hexen* to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element – the four-player split-screen deathmatch mode – fails in *Hexen's* resolutely single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world, where *Turok* reigns supreme, it's hard to recommend whole-heartedly.

● To activate the cheat menu, pause the game and press Top C, Bottom C, Left C, Right C very quickly. ● In the Cheat menu, press Left C, Right C, Bottom C for invincibility.

## F1 POLE POSITION

**Ubisoft** £60 | N64 7 ● 71% ● JD

We enjoyed *Human Grand Prix*, despite its obvious flaws, so we were looking forward to Ubi Soft's tidying-up and renaming of it. Disappointingly, all that's changed in the transition to *F1 Pole Position* is the licence, cutting out all that H Dill drivel. The horrendous pop-up remains, the stop-dead banks are still in there and, ultimately, this is only half as good as the PlayStation's *F1*.

● If your bloke in the pits shouts at you to come into the pits, don't bother. You can make the whole course without a tyre change.

## INT. SUPERSTAR SOCCER 64

N64 STAR GAME

**Konami** £60 | N64 3 ● 92% ● TW

The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

● To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64**/4.

## FIFA 64

**Electronic Arts** £60 | N64 2 ● 39% ● TW

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.

● Remember, you only need tap the shoot button once. The delay is terrible but you *will* eventually produce something. Don't press it a second time or your shot will fly over.

## KILLER INSTINCT GOLD

**Nintendo/Rare** £55 | N64 3 ● 62% ● MH

*Killer Instinct* might have been a big deal a couple of years ago, but even an arcade-perfect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.

● To access the extra options, during the character bio screens in the intro press Z, B, A, L A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.

## FIFA '98 THE ROAD TO THE WORLD CUP

**EA** £60 | N64 10 ● 83% ● TW

Who'd have thought it, eh? Banishing the memory of *FIFA 64* forever, the new, improved, British-assisted *FIFA '98* introduces the sort of fluid passing game that made *ISS64* such a stunning take on football. And while it still has a fair way to go to beat Konami's aforementioned title, there's plenty of promise here and a seemingly rosy future for the '99 version that'll be coming our way this time next year.

● Try using the Lob (the Top-C) to seek out players in front of you. It's a safer option than the ground-level pass as it avoids the man marker.

## LYLAT WARS

N64 STAR GAME

**Nintendo** £60 | N64 8 ● 91% ● JN

Nintendo's first properly optimised conversion sees a full-screen Fox McCloud take on Andross at something approaching full 670Hz speed. *Lylat Wars* is not as perfect as it could be perhaps – it really needed a level select, for instance, but it's as near as we could have hoped and at £60 with a Rumble Pak it's a certain 'must have' package. Another tour-de-force for Shigs.

● Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in **N64**/8 and **N64**/9.

GO! GO!

## MADDEN 64

**EA** £55 N64 10 ● 92% ● TT

Unlike *FIFA*, EA's *Madden* series has never experienced any slump in yearly performances. And its first outing on the N64 is as comprehensively fantastic as ever. Indeed, it's probably the best version of the game so far. Trawl your way through 300 running and passing plays, a steaming great load of offensive and defensive strategies and some superb motion-capture. This is, we're told, about as good as it gets.

● When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

## NFL QUARTERBACK CLUB '98

**Acclaim** £50 N64 10 ● 86% ● TT

Although, on paper, *QuarterBack Club* looks a likely contender for *Madden*'s crown, it doesn't actually manage to displace the old master thanks to some overly fiddly controls and a ludicrously tricky difficulty curve. But, crucially, it does have the NFL licence and the most stunningly gorgeous visuals you'll have ever seen in a sports game. More for the purists, yet, if you work at it, you'll reap the rewards.

● When you're on the fourth and down, try getting your, erm, you're... (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver... Oh, whatever.

## MARIO KART 64

**Nintendo** £60 N64 4 ● 91% ● JD

While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multiplayer modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.

● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4.

## PILOTWINGS 64

**Nintendo** £50 N64 1 ● 89% ● TW

The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.

● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

## MORTAL KOMBAT TRILOGY

**GT** £60 N64 1 ● 34% ● TW

Ahhchh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.

● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.

## SAN FRANCISCO RUSH

**GT** £60 N64 11 ● 82% ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and hundreds of secret bits are the main focal points of Atari's arcade conversion and it's a mixture that works a treat. Proceedings are marred slightly, perhaps, by stupidly heavy handling and the lack of a reverse option, but *SFR*'s invention shines through and, as an alternative to *Top Gear Rally*, this'll give you much pleasure.

● To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

## MULTI RACING CHAMPIONSHIP

**Ocean** £55 N64 8 ● 71% ● JD

The conversion job given to *Multi Racing* has done it no favours – the letterboxing and slow-down only seem to amplify the 'gritty' look of the graphics. In comparison with *Top Gear Rally* it's also far too easy and even the mirror mode can't disguise the fact that three tracks simply aren't enough. On the plus side, the car-handling remains excellent and there's a good variety of on and off-road racing.

● Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5.

## SHADOWS OF THE EMPIRE

**Nintendo** £55 N64 1 ● 78% ● JA

With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.

● To see the end sequence, enter your name as _Credits (case sensitive).
● Challenge Point guides in **N64**/2 and **N64**/3.

## NBA HANGTIME

**GT** £65 N64 6 ● 52% ● JS

The immortal *NBA Jam* series continues on the N64 with this dated arcade conversion. Apart from the fact that the 3D and sprite work looks distinctly out of place on the N64, the real problem with *Hangtime* is that two-on-two basketball gets very boring, very quickly. Relentlessly running up and down the court exchanging baskets with the CPU is not our idea of fun, and even with a huge cheats list, your attention will soon wander.

● Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.

## SUPER MARIO 64

**Nintendo** £60 N64 1 ● 96% ● ZN

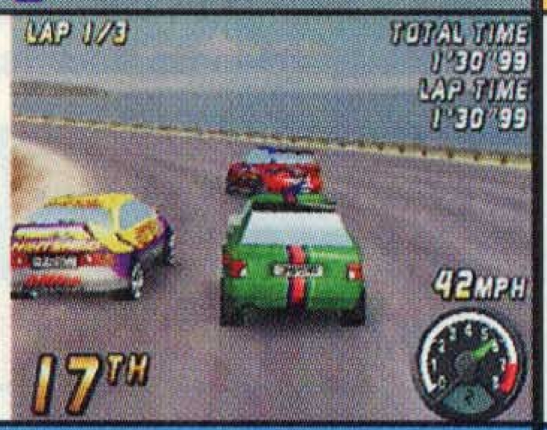
When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.

● Loads of tips in our review in **N64**/1.
● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5.

## TOP GEAR RALLY

**Nintendo** £55 | N64 8 ● 86% ● JD

People are put off *Top Gear Rally* by the cars you initially get to race with – they're slower than a pair of elderly Fiat 126s. But persist and not only will you find a gem of a game structure but some of the fastest most realistic driving ever to grace a computer game. It really is *Sega Rally* standard. The five tracks might be a bit bland background-wise but they're brilliantly designed and help ensure a healthy lifespan.




- Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.
- Game tips in the review **N64**/8.

## WAVE RACE 64

**Nintendo** £55 | N64 2 ● 90% ● ZN

Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilities. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.

- To achieve the Helicopter stunt and 1700 points – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

## TUROK: DINOSAUR HUNTER

**Acclaim** £70 | N64 1 ● 91% ● TW

Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.

- At the edge of a platform the screen will dip. Jump here to gain maximum distance.
- Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.

## WAYNE GRETZKY'S 3D HOCKEY

**GT** £65 | N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic *Wayne Gretzky* is hard to beat. An excellent range of options ensure that the full ice-hockey spectrum is covered – from the three-man arcade knock-about to the full-team, over-legislated complete simulation. It's fun in multiplayer – especially the two on two arcade mode – and overall the only thing that lets it down is that fact that, when all's said and done, it's only ice hockey.

- Loads of tips in Tips Extra **N64**/5. ● For super teams, go to Setup and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

# Import Games DIRECTORY

## DORAEMON

**Epoch** | UK release: Unlikely | N64 2 ● 60% ● TW

Sadly, *Doraemon* turns out to be a slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps it's more suited to your younger brother or sister.

## 64 O-SUMO

**Bottom Up** | UK release: Oh, nooooo | N64 11 ● 90% ● ME

Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine fun-filled fat-fest. One for a minority audience but top old stuff all the same.

## FAMISTA 64

**Namco** | UK release: No chance | N64 11 ● 68% ● TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go. Still, that's not really a hearty recommendation, is it?

## AEROFIGHTERS ASSAULT

**Video System** | UK release: TBA | N64 11 ● 60% ● JD

Good fun in the short term and with a realistic Paradigm-designed engine but, in lengthy spells, *AFA* is actually quite tedious and there's simply not enough variety.

## GANBARE GOEMON

**Konami** | UK release: Early '98 | N64 7 ● 80% ● ZN

It's never likely to threaten *Mario 64* in the all-round goodness stakes, but this does see a pile of good ideas thrown together to produce a marvellously entertaining adventure.

## BAKU BOMBERMAN

**Hudson Soft** | UK release: November | N64 8 ● 50% ● ZN

Oh dear. The thrill with *Bomberman* was the multiplayer mode – Hudon have wrecked it by adding 3D. Single player mode is competent but uninvolving. A major disappointment.

## THE GLORY OF ST ANDREWS

**Seta** | UK release: Unlikely | N64 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls add up to an experience as ugly to watch as it is to play.

## CLAYFIGHTER 63 1/3

**Interplay** | UK release: December | N64 9 ● 24% ● JB

Possibly the worst game in the world. Except, perhaps, for a game where you have red hot needles shoved into your eyes. Complete and utter crap.

## GO GO!! TROUBLEMAKERS

**Enix** | UK release: TBA | N64 5 ● 90% ● JN

Strangely backward but enormously entertaining, *Go Go!! Troublemakers* is an enigma that might not be solved even when the game gets translated.

## CRUIS'N USA

**Midway** | UK release: TBA | N64 1 ● 34% ● JD

Racing across the USA isn't tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics use only a fraction of the N64's power. Avoid.

## HUMAN GRAND PRIX

**Human** | UK release: Winter 1997 | N64 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1*, *Human Grand Prix* provides some throughly entertaining Formula 1 driving thrills.

## JANGOU SIM MAHJONG DO 64
**Video System** | UK release: Never EVER | N64 7 ● 69% ● JD

So, the best mah jong game yet? Well, probably, but does it really matter? With its more 'trendy' approach to the game it'll probably sell like wild-fire in *ker-razy* Japan.

## J-LEAGUE DYNAMITE SOCCER
**Imagineer** | UK release: Unlikely | N64 8 ● 66% ● TW

What chance has a sprite game in a world with *ISS64*? *Dynamite Soccer* is incredibly basic but persevere with it for long enough and you might get some joy out of it.

## JIKKYOU WORLD SOCCER 3
N64 STAR GAME

**Konami** | UK release: Unlikely | N64 8 ● 91% ● TW

*Perfect Striker* became the improved PAL *ISS64* and in turn, PAL *ISS64* has become the improved *Jikkyou World Soccer 3*. World teams but no Scotland, Wales or Ireland!

## J-LEAGUE ELEVEN BEAT
**Hudson** | UK release: Nope | N64 10 ● 52% ● TW

While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. In all departments. One word for you: *ISS64*.

## J-LEAGUE PERFECT STRIKER
N64 STAR GAME

**Konami** | UK release: Now (as *ISS64*) | N64 1 ● 89% ● TW

Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals.

## KING OF PRO BASEBALL
**Imagineer** | UK release: Unlikely | N64 1 ● 68% ● TW

The players are super-deformed and cute which is entertaining. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.

## MACE: THE DARK AGE
**Midway** | UK release: December | N64 9 ● 81% ● JB

Mace has turned out to be a hefty, splendid-looking little beat-'em up that will certainly tide N64 owners over until Capcom arrive on the scene.

## MAH JONG 64
**Koei** | UK release: Never | N64 3 ● 65% ● JD

*Mah Jong 64* is more of a beginner's guide to the game than previous efforts. However, with its heavy reliance on Japanese text, things will still prove fairly tricky.

## MAH JONG MASTER
**Konami** | UK release: Unlikely | N64 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. Otherwise, the slickest of the mah jongs.

## MISCHIEF MAKERS
N64 STAR GAME

**Nintendo** | UK release: December | N64 8 ● 90% ● JB

The US version of *Go Go!! Troublemakers*, and the addition of English text makes the whole thing a lot easier. It's still a brilliant game and it'll be out in the UK this Christmas.

## MK MYTHOLOGIES: SUB ZERO
**Midway** | UK release: Please, no | N64 11 ● 9% ● JD

Worse even than *Wheel of Fortune*, *MKM* could only be less enjoyable if it squirted sulphuric acid into your face at regular intervals. Irredeemably atrocious.

## POWER LEAGUE 64
**Hudson** | UK release: No, thanks | N64 7 ● 42% ● JA

We've got nothing against baseball – even though, plainly, it's tedious – but this effort from Hudson, the first N64 ball-and-bat title to utilise real players, is tragically awful.

## POWER PRO BASEBALL 4
**Konami** | UK release: Unlikely | N64 3 ● 54% ● TW

*PPB4* is the fourth in Konami's series of baseball games. The game went ballistic in Japan but we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*.

## PUYO PUYO 64
**Compile** | UK release: Nah | N64 10 ● 80% ● ZN

You didn't buy your N64 to play *Puyo Puyo*, but still. It's rollickingly good fun, as always, so, if you haven't played it and are rich, try it on for size.

## TETRISPHERE
**Nintendo** | UK release: Early '98 | N64 7 ● 71% ● JB

The Game Boy's finest moment is now 3D with jungle-dance-techno music and a whole paint-palette-full of colour. A partially successful puzzle game, if not an essential one.

## WAR GODS
**Midway** | UK release: Before Christmas | N64 4 ● 46% ● JA

Although it's the first proper 3D beat-'em-up, that's all *War Gods* has really got going for it. For beat-'em-up junkies only.

## WCW VS NWO: WORLD TOUR
**T•HQ** | UK release: February | N64 11 ● 70% ● TW

Perfectly acceptable – and even really rather entertaining in places – but, sadly, it's wrestling and, thus, can't offer the same diversity as a good *Tekken*-style beat-'em-up.

## WHEEL OF FORTUNE
**Gametek** | UK release: Spring '98 | N64 11 ● 17% ● TW

Rewrites The Book of Utter Awfulness with abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

## WILD CHOPPERS
**Seta** | UK release: TBA | N64 11 ● 72% ● JD

A good, solid, sometimes spectacular chopper sim and one with an unusual but actually quite intuitive control system. Muddy and perhaps a bit easy, but good fun.

## WONDER PROJECT J2
**Enix** | UK release: Unlikely | N64 1 ● 55% ● WO

Guide a robotic girl through various 'real life' situations with the overall aim of making her a real person. Weird, very Japanese and very difficult to overcome the language barrier.

# NUMBERS

Games released officially in the UK (those given English text and optimised for PAL TV) are either distributed through THE (Nintendo's representative in Britain) or another games publisher with a base in this country. It's not necessarily the game's original publishers who release the game here. For instance, Japanese publisher Imagineer have a lot of their games distributed by Ocean in the UK.

Here's a list of all the UK publishing companies who have either released games for Nintendo systems in the past or who have N64 titles definitely in the pipeline.

### N64 SITES

**Die Hard Game Fan** www.gamefan.com/
**Game Japan** www.rcp.co.jp/recca/
**N64.com** www.n64.com/

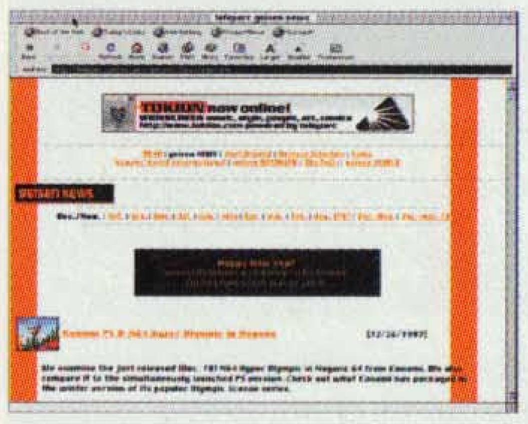
**Nintendo Australia** www.nintendo.com.au/
**Nintendo Japan** www.nintendo.co.jp/
**Nintendo USA** www.nintendo.com/
**Nintendojo** members.aol.com/peers2/

### SOFTWARE COMPANY SITES AND NUMBERS

**Acclaim** (0171) 344 5000
Japan www.acclaim-jp.com/
US www.acclaimnation.com/
**Activision** (0181) 7429400
www.activision.com/
**Argonaut** www.argonaut.com/
**ASCII** www.asciient.com/
**Atari Games** www.atarigames.com/
**Athena** www.sega.co.jp/gamesoft/athena
**Atlus** www.atlus.com/
**Blizzard** www.blizzard.com/
**BMG** (0171) 973 0011
www.bmg.com/
**Boss** www.bossgame.com/
**Bottom Up** www.ifnet.or.jp/
**Capcom** Japan www.capcom.co.jp/
US www.capcoment.com/
**Crystal Dynamics** www.crystald.com/
**Data East** www.dataeast.com/
**DMA Design** www.dma.co.uk/
**Eidos** (0181) 636 3000
www.eidosinteractive.com/
**Electronic Arts** (01753) 549442
www.ea.com/
**Enix** www.marinet.or.jp/com/enix/
**Epic Megagames** www.epicgames.com/
**Epoch** www.fjt.co.jp/
**Gametek** (01753) 854444
www.gametek.com/
**Graphics School** http://204.174.42.103
**Gremlin** (01142) 753423
www.gremlin.co.uk
**GT** (0171) 258 3791
www.gtinteractive.com/
**GTE** www.im.gte.com/
**Hudsonsoft** www.hudson.co.jp/
**Human** www.human.co.jp/
**Imagineer** www.imagineer.co.jp/
**Infogrames** (0171) 738 8199
**Interplay** (01628) 423666
www.interplay.com/
**Japan System Supply** www.titan.co.jp/jss/
**JVC** (0171) 240 3121
**Koei** www.koei.co.jp/
**Konami** (01895) 585 3000
Japan www.konami.co.jp/
US www.konami.com
**LucasArts** www.lucasarts.com/
**MicroProse** www.microprose.com/
**Midway** www.midway.com/
**Mindscape** www.mindscape.com/
**Namco** Japan www.namco.co.jp/pacland/
US www.namco.com/
**Ocean** (0161) 832 6633
odon.com/ocean
**Paradigm** www.paradigmsim.com
**Psygnosis** (0151) 282 3000
www.pysgnosis.com/
**Rambus** www.reambus.com/
**Seta** www.seta.co.jp/
**Shiny** www.shiny.com/
**Square Soft** www.square.co.jp
**THE Games** (01703) 653377
**THQ** (01372) 745 222
www.thq.com
**Titus** www.titusgames.com/
**Ubi Soft** (0181) 941 4004
www.ubisoft.com/
**Vic Tokai** www.victokai.com/
**Video System** www.dreamsquare.co.jp/
**Williams**
www.williamsentertainment.com/

## Web site of the month

**Geisen** **http://teleparc.com/ja/game/geisen/**



Although Teleparc Geisen requires you to register for a password, if you're after the latest Japanese games news you could do worse than to check out this highly professional site. With weekly updates and a comprehensive release list for all the major consoles it's a mine of information if you're an N64 import fiend. And don't worry about not being able to read Japanese, there's an English version too.

Coming soon in...

# N64 MAGAZINE ISSUE 13

## MANY HAPPY RETURNS!

**That's right, readers. Hard though it might be to believe, in March the N64 will celebrate its first birthday. And N64 Magazine will naturally be celebrating too, with a bumper issue crammed with stuff.**

As usual we'll have reviews of all the latest games in the shops, along with sneaky, taste-of-things-to-come reviews of what's new in Japan and America. We'll have the most up-to-date pictures of and info about everything that's in the N64 pipeline, huge, in-depth articles to help you get the most out of your games collection, and pages of other Nintendo-related stuff.

And we'll have birthday stuff too! (Fancy seeing an early prototype version of **N64** Magazine – with a different name? Eh? Do you?)

**Plus!**

**DOUBLE GAME GUIDE + No. 2**

Yep! We're giving you one of these handy little books every month from now on. Don't miss a single one, as the complete set will form a mighty suppository of Nintendo 64 playing knowledge. *(Er, that's 'repository'. – Ed)*

**And also...** (What's this?) Blimey!

**A NEW ED!**

While doing a bit of early spring cleaning, we accidentally threw away Jonathan. And by the time we'd noticed he was missing it was too late – the bin men had been. So for next month we'll have to find a new Editor! Who'll it be? Crumbs, eh?

**N64 MAGAZINE The March issue of N64 Magazine will be on sale Thursday, 26th February!**

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N64 MAGAZINE

12 FEBRUARY 1998

## REVIEWS THIS ISSUE



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N64 MAGAZINE

Completely independent Nintendo 64 advice

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